

Return to the Temple of Elemental Evil

ERRATA, FAQ, AND V3.5 CONVERSION

A collaborative product of the members of Monte Cook's Return to the Temple of Elemental Evil web forum.

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This document contains a compiled list of errata, FAQ, as well as a fairly strict conversion from the Core Rules v3.0 to v3.5. The errata and FAQ are derived from the complied lists in the 'sticky' threads at the top of the topic list on Monte Cook's *Return to the Temple of Elemental Evil* web forum. None of these errata, FAQ, or the conversion to v3.5 are official in any way (i.e. Monte or WotC have not said "That's right."), but most have been agreed to be accurate and true to the core rulebooks by many DMs running this adventure. In some cases, there is no 'fix' suggested—the errata is simply provided to alert you to a discrepancy. You didn't think we'd do *all* the work for you, did you? It may seem like there are quite a lot of errata for this product. There are! Part of the explanation we have heard is that Monte was working on the adventure while D&D 3e was still being finalized. The rest we simply blame on his editors. :)

We welcome further corrections and additions to this list. However, when and if you find something that doesn't seem right, please check in every available rulebook. For instance, adding the right number of feats, skills, and stat increases to monsters with classes can be fiendishly hard but check it and double check it as much as you can. At the very least, have the books in front of you while you're making a correction—we ourselves sometimes forget checking the books or the SRD! After you are fairly sure of your correction, please post it for review on the web forum listed above. Please do **not** post a reply in the Errata 'sticky' thread, since we like to try and keep it clean.

For the v3.5 conversion, we have tried to only make changes that reflect the transition to the new rules rather than try to rebalance the entire adventure around them. In many cases, we do provide suggestions to the DM on issues that have changed substantially from the original and that might affect tactics or outcomes that were different from Monte's original intent.

Following the errata is a large FAQ to help explain some of the interpretations we have for common questions and how various DMs like to fill the occasional hole in the adventure. For more extensive modifications that people have made to the adventure, make sure to read the ever-growing *Best of the Boards* thread at Monte's *RtToEE* web forum [<http://pub58.ezboard.com/fokayourturnfrm17>]. In addition to the forum, you may also find the collection of resources located at ZansForCans site [<http://zans.clanplaid.net>], including an extensive file archive and an archive of old forum postings, or the *RtToEE* Yahoo Group [<http://groups.yahoo.com/group/rtttoee/files/>] to be a great help when running your campaign.

What follows is a section-by-section list of changes to the adventure. By far the largest in both number of changes and length is Appendix 3, the list of NPCs. We have chosen to divide that Appendix up a little more finely than the original adventure, with NPCs listed typically per map rather than per chapter. The listings below merge the errata and changes due to the transition to v3.5 together. Although we haven't chosen to format changes for these two reasons separately, in most cases we try to note the reason. There is an older document that contains most of the errata for those still using the v3.0 Core Rules.

Credits

Board contributors who helped with this errata include Monte, pdrusse, inthane chan, Pjack, HeavyG, Hedrack, IronTetsubo, laconicy, Wandor, Blackthorne, JLXC, Lawithro, Andorax, Zagyg the Mad Archmage, SIERK, Thrommel, TabletopGod, sheetghoul, Zenon, Haplo, Tristan DArque, jmpt, Glyfair of Glamis, Trithereon, Fourecks, Cthuluduck, stanguay, madfox, SSShadowcat7, Sacremas, Infiniti2000, melanikus2000, grungarr, smetzger, Xel565, Caedrel, and Siobharek.

The conversion to v3.5 was sped along by the hard work and great input from many on the forum. Folks that contributed include arcane12, Admiral Xzar, Andorax, Caedrel, Cordo Crowfoot, Daenar, Delgar2, Grushnak23, iago, Infiniti2000, madfox, msherman, Siobharek, smetzger, and ZansForCans.

Abbreviations & Conventions

RttToEE and RTEE – *Return to the Temple of Elemental Evil*

WotC – Wizards of the Coast

H – Hommlet

M – Moat House

N – Nulb

OT – Old Temple

C – Crater Ridge Mines

LT – Lightning Towers

OF – Outer Fane

IFL – Inner Fane Level

IFSL – Inner Fane Sublevel

RT – Recovered Temple

FN – Fire Node

PH or PHB – *Player's Handbook*

DMG – *Dungeon Master's Guide*

MM – *Monster Manual*.

BotB – Best of the Boards (“sticky” thread on Monte’s website).

An additional “var” tag denotes an erratum entry not linked to a particular numbered designation.

Changes to the actual adventure text are [highlighted like this](#).

Recommendations and comments on errata or conversion decisions in the stat block sections (Appendices 1 & 3) are set off in a box highlighted like this.

Changes may be written in first person (“I/We decided...”) since they are typically taken verbatim from the contributor.

Document History

December 24, 2004: First complete version release.

March 16, 2004:

- Redithidoor Halfmoon: removed arcane spell failure, updated suggested text change to be consistent with the stat block since the evidence is stronger that he is supposed to be human.
- Howler: 12 HD version was missing an ability increase for the 12th HD. Str increased by one, stats adjusted.
- The Inner Fane Door: empowered *lightning bolt* DC corrected to 16. Note added about not including the 10% XP bonus for *unballow*.
- Dark Wights: The comment about the increase to their hp if *aid* would apply did not reflect the increase in v3.5 *aid*.
- Half-Dragon Tyrannosaurus: More small v3.5 changes for their swallow whole ability and added a note about their ability to understand a language.
- Tychon: Added additional information about his casting *animate dead* including the need for onyx gems. Added *cure moderate wounds* back into his spell list since he was missing a spell and adjusted the comments to reflect the change. *Protection from elements* had not been changed.
- The First: Attack bonus from *aid* was not included.
- The Third: Moved her special qualities into the statblock SQ element since they are not (Sp) like her other abilities. Removed one *slay living* since she had an extra spell memorized. Added the air subtype. Corrected her AC.
- Yrthuk Innar: Added *aid* bonuses. Fixed up a copy/paste error from another block for his name.
- OF38: Added many additional notes about the gem, the clones, and the succubus.
- Ogres: Added comments to C133, OF3, and OF 37 about ogres having 10' space in v3.5.

- IFL9: Added suggested stats for the 20 HD violet fungus.
- Page number fixes near the end of the IF section.
- The new v3.5 Jump speed modifier (*PHB*, pg. 77) was not been taken into consideration in most entries with Speed not equal to 30 ft. The following entries have been tweaked: Shocker, Grune, Ingrith, Rufus, Toridan, Krall, Kellial, Tac, Oomkaan, Urlurg, Elite Guards (OF), Chymon, Ukemil, Erdso, Susain Carun, and the Hobgoblin (OT), Human (CRM), Orc (CRM), and Elf (CRM) Warriors. I did not add Jump to a statblock that did not already have it listed, although might in a future revision.
- The new v3.5 weapon size rules change the damage of non-Medium creatures. A few NPCs (mostly Small) were left out of our first pass accidentally. The following entries have been corrected for weapon size: Nierethi Poscurian, Questin Himmble, Descritad, Firre Oranac, and Large Skum. Also, per v3.5 statblock listing, we removed the explicit size from the parenthetical damage element in non-Medium NPCs. The size was left in their possession line, however. Note that this is the size of the wielder, not the weapon now in v3.5.
- Added additional conversion information for the Appendices.

GENERAL

There are wands with no number of charges noted. For example, Vacra's *wand of change self* (in Hommlet), or the hobgoblin shaman's *wand of cure light wounds*. I'd use full charges but Vacra is specifically described as using the wand to disguise herself so it's unlikely to be 100% charged. HeavyG suggests rolling d%.

Some of the less important NPCs (*e.g.* Yether), especially in Hommlet, refer the DM to the *DMG* for typical NPC stats. In v3.0, the stats and equipment were fully mapped out for average NPCs of every class. In v3.5, there are instead tables (pp. 110-127) that aid the creation of NPCs, but they are no longer fully created and equipped. Be aware that if you use the v3.5 *DMG* you will need to do a little more work to use these NPCs during a session.

INTRODUCTION

p. 4 — Verbobonc lies some 10 leagues (30 miles) from Hommlet. According to the overland map as well as previous material, the distance is more like 75 miles. This may also be a matter of miles being confused with leagues at some point.

CHAPTER 1: THE TOWN OF HOMMLET

p. 13 (H3) — Under **Scrolls/Services**: *protection from elements* is called *protection from energy* in v3.5.

p. 13 (H4) — Redithidoor Halfmoon is listed as a human in the Appendix but the text indicates he's an elf. Although previous errata suggested making him an elf, in making him human, you only have to change his longbow proficiency. To make him an elf, you have to remove a feat, rework his skills (note that his original stat block does not list the elven racial bonuses, for example), and add all of the elf abilities. Changing the longbow is a smaller change.

p. 16 (H26) — The doppelganger Jaroo isn't listed with an alignment. The *Monster Manual* indicates they're usually neutral, but given that he's murdered Jaroo and worships (or serves the cult of) the Elder Elemental Eye, he should probably be at least Neutral Evil, if not Chaotic Evil.

p. 16 (H25) — In the potion stock list: *spider climb* is now a 2nd level spell in v3.5 and the potion costs 300 gp; *biding* and *swimming* are now elixirs (wondrous items) and both cost 250 gp; *levitate* can be a potion or oil now.

In v3.5, Spugnoir can't restock elixirs himself without modifying his feat list as they require Create Wondrous Item.

"Spugnoir: Male human Wiz7; hp 33; see Appendix 3"

The main text says Spugnoir has 30 hit points, but the Appendix says that he has 33 hit points. 30 probably is forgetting his Toughness feat (3 hit points).

p. 18 (H28) — "“*Glyph of Warding*, CR 4; ...”

Also, note that if Dunrat set this *glyph*, it only has a damage of 2d8 but the Ref save DC increases to 15 due to his Wis bonus.

CHAPTER 2: THE MOATHOUSE

Moathouse Map area 13 — There is no indication of where the stairways in area 13 go. They should lead to area 18 in the moathouse dungeon.

Moathouse Map area 24 — Just east of area 24 are shown two secret doors, but no Search DC for finding them is listed. The same goes for the secret door leading to 26A.

p. 20 (M Intro) — “Anyone with the Track feat can attempt a *Survival* check (DC 10)...”

p. 21 (M6) — “Utreshimon hovers...”

As noted in big U's v3.5 stat block below, a Medium creature can no longer make the debris cloud with Hover (at least one that has the typical negative effects). You can ignore this fact and allow the cloud; rule that only fine dust is lofted, and perhaps modify the cloud's effects; or ignore this text of the adventure and change his tactics. If you don't mind modifying his stats, you could also replace Hover with another feat such as Flyby Attack or Improved Natural Attack (bite).

p. 22 (M12) — “Gray ooze: [hp 31](#); see *Monster Manual* page [202](#).”

p. 22 (M18) — “Gnolls (2): hp 10, 11; see *Monster Manual* page [130](#).”

p. 23 (M21) — “Ghast: hp 29; see *Monster Manual* page [119](#).”

p. 23 (M22) — “Ghouls (3): hp 10, 13, 14; see *Monster Manual* page [119](#).”

p. 23 (M24) — “Gnolls (2): hp 10, 12; see *Monster Manual* page [130](#).”

p. 23 (M25) — “Human Warrior Skeletons (6): hp 4, 5, 6, 6, 9, 10; see *Monster Manual* page [226](#).”

“Ogre Skeleton: hp [26](#); see *Monster Manual* page [226](#).”

See the Moathouse section of Appendix 3 below for the v3.5 converted Ogre Skeleton.

Skeletons have become templated creatures in v3.5.

p. 23 (M24) — The three black cones should be identified as *incense of dreaming*

p. 24 — Location M8 should be location M28.

p. 24 (M30) — For the *glyph*: “CR [4](#) ... Reflex save DC [14](#) half; [Search \(DC 28\)](#); Disable Device (DC 28)”

p. 24 (M31) — “Ghast: hp 33; see *Monster Manual* page [119](#).”

p. 28 (M32G) — See Appendix 1 below for a v3.5 conversion of the grell.

p. 28 (M33) — “Ghouls (4): hp 10, 12, 13, 14; see *Monster Manual* page [119](#).”

p. 30 (M37 & M38) — Cockatrices: “see *Monster Manual* page [37](#).”

CHAPTER 3: GHOST TOWN AND RUINED TEMPLE

p. 31 (N1A) — “Dala, Allip: hp 40; see *Monster Manual* page [10](#).”

p. 32 (N3) — “Ochre Jelly: hp 63; see *Monster Manual* page [202](#).

Wraiths (2): hp 30, 32; see *Monster Manual* page [257](#).”

p. 33 — In the Random Encounter table:

“**Fisturn**: Male human Ftr3; hp 32; see *Dungeon Master's Guide* page [117](#).

Baugh: Male human Ftr3; hp 25; see *Dungeon Master's Guide* page [117](#).

Uvren: Bugbear; hp 16; see *Monster Manual* page [29](#).”

p. 33 (OT1) — “Hobgoblins (4): hp 4, 5, 6, 7; 1d10 gp each; see *Monster Manual* page [153](#).”

p. 33 (OT2) — “Hobgoblins (6): hp 4, 4, 5, 6, 7, 8; 1d10 gp each; see *Monster Manual* page [153](#).

Goblins (4): hp 2, 3, 4, 5; AC 12, no armor; see *Monster Manual* page [133](#).”

p. 34 (OT2D) — If you want the text to match the original *ToEE*, a small general change is needed here:

"The passage curves and twists to the [northwest](#); ... it opens into the [eastern](#) part of a small natural cave ..."

"The narrow north passage ascends slowly as it gradually veers to the [west](#), ..."

Although in the original *ToEE* map, this tunnel heads straight northeast out of the tower, the text (*ToEE*, tower area 4) states that for its major length it goes north and west. The exit point in the well is denoted as an 'X' on Map 1 of *ToEE* just north of Nulb (and northwest of the Temple). This makes better sense for the oval room in the middle as well since the main passage comes in to the eastern side of the room and the secret tunnel heads back to the lower level of the Temple out to the southeast. If the main passage comes into the western portion and this room is east of the Temple complex, the secret underground entrance would have to wind quite far back around to get back to the west side of the Temple. Little of this affects the adventure, however...

Strike the sentence "This area is being watched (see Chapter 7: The Recovered Temple)." The watcher does not arrive here until further down the timeline.

p. 34 (OT3) — "**Hobgoblins (2)**: hp 4, 8; 1d10 gp each; see *Monster Manual* page [153](#)."

p. 34 (OT4) — Area OT4 is not marked on the map. It should be halfway between areas OT11 & OT15. It is simply an open area where the hobgoblins house their dogs.

"Dogs (6): hp 4, 5, 6, 6, 7, 9; see *Monster Manual* page [271](#)."

p. 35 (OT5) — "**Hobgoblins (4)**: hp 4, 5, 6, 9; 1d10 gp each; see *Monster Manual* page [153](#)."

p. 35 (OT8) — "**Hobgoblins (10)**: hp 3, 4, 5, 5, 6, 6, 7, 7, 8, 9; 1d10 gp each; see *Monster Manual* page [153](#)."

p. 35 (OT10) — Hit point values are given for 6 warriors, but the text only mentions 4. The last 2 may be the ones mentioned with Rarkus. Suggestion: Remove the two last sets of hit points.

"Hobgoblin Warl (4): hp [7, 9, 9, 10](#); see Appendix 3.

Hobgoblin: hp 4; AC 11, no armor; see *Monster Manual* page [153](#).

p. 36 (OT11) — "**Goblins (6)**: hp 1, 2, 3, 3, 4, 4; AC 12, no armor, no weapons; see *Monster Manual* page [133](#)."

p. 36 (OT12) — "**Krebbich**: Male Hobgoblin Adp6; hp [35](#); see Appendix 3.

Kubo: Toad familiar of Krebbich; hp [17](#); see Appendix 3."

p. 37 (OT13) — "Like those in area [5](#)..."

"...pet of the hobgoblins, lairs here. It comes at the call of an elite warrior who [comes to the](#) top of the stairs and summons it."

It's said the dire ape down here is called to service by an elite warrior who stands at the top of the stairs, but the "monster paragraph" isn't given for the elite warrior. One must assume it's either from one of the other packs of hobgoblin elites in other parts of the temple, or that it's an oversight and there should be an additional hobgoblin elite here.

"Dire Ape: hp 36; see *Monster Manual* page [62](#)."

p. 37 (OT16) — "Extending out of a half-circle alcove, a dais completes a circle [60](#) feet across. The floor..."

The circle completed by the dais is 60 feet across, not 30. See map titled "The Temple" in *RttToEE* and drawing p. 42 of *ToEE*, where there are six ten-foot squares of granite across the dais.

"Goblins (3): hp 4, 4, 5; see *Monster Manual* page [133](#)."

PART 2: THE TEMPLE OF ALL-CONSUMPTION - INTRO & CHAPTER 4: RASTOR

p. 39 — The Tourbillion is on sublevel 2, not sublevel 3.

In "3. Sneak in Disguised" modify *change self* to *disguise self* due to the renamed spell.

p. 40 — Random Encounter Table EL changes:

1d4+1 ogres is EL 6 (each is now CR 3 instead of CR 2)
young adult white dragon is EL 8

The huge monstrous spider changed CR as well, but it seems the table was wrong in our favor so no change is required.

p. 41 — **Tal Chammish** : Male human Rog2; hp 11; see Dungeon Master's Guide page [123](#)."

Change Alchemy to Craft (alchemy) in several places under "**Removing Tanbrosh Addiction**."

"...(see page [65](#) of the *Player's Handbook*)" for cooperation bonuses on healing people addicted to Tanbrosh.

Note that Tal now has a small problem in v3.5 creating Tanbrosh. If you want to give Tal Craft (alchemy), technically you would need to give him a level in a spellcasting class. I suggest making him Rog2/Src1 rather than Rog1/Src1. In this case, the CR increase is very little compared to the level of the party by the time they reach Rastor (5th or higher), and Tal really needs the skill points from Rogue to operate effectively in the town. Other suggestions include Craft (poison) or Profession (herbalist), although the later doesn't (per the rules) let you 'make' anything.

CHAPTER 5: THE CRATER RIDGE MINES - INTRO & MAP A (C1-20)

p. 43 (C Intro) — Random Encounter Table

salamander, average is EL 6.

p. 43 (C2) — "**Gnolls (4)**: hp 9, 10, 14, 11; 2d10 gp; see *Monster Manual* page [130](#)."

p. 44 (C4) — "**Gnolls (4)**: hp 9, 11, 10, 12; 2d10 gp; see *Monster Manual* page [130](#)."

p. 44 (C5) — "The secret door south of this room is only secret from the [west](#)..."

This corresponds more with the text in the Tactics section.

p. 45 (C6) — The Howler in area 6 was not properly advanced to a Huge, 12 HD version in the original adventure. Two versions are supplied below in the stat blocks. One is 9 HD and matches Monte's intended CR closely. The other is a proper v3.5 advanced Huge, 12 HD howler, but has a CR that is 2 higher. DM's that have used a similarly powerful howler under v3.0 have cautioned against using this more advanced creature, especially if the party is at the appropriate level for this area (5th-6th). Its melee potential is quite deadly!

Also, Cordo Crowfoot has the following tidbit straight from the horse's mouth (as it were):

I asked Monte if he would recommend that DMs use the tougher correctly advanced version of the howler in the errata, or if he would use the original, albeit incorrect, statblock.

His answer:

"The original version. That's what was playtested. It was modified to be just right for that encounter."

Use the 12 HD version with caution! We recommend using the Large, 9 HD version below, or even using a base howler and Monte's original adjustments in the adventure.

p. 46 (C10) — “**Gnolls (8)**: hp 14, 12, 11, 13, 12, 14, 10, 9; 2d10 gp; see Monster Manual page [130](#).”

p. 46 (C12) — “**Human Commoner Zombie (12)**: hp 16, 12, 15, 14, 11, 18, 20, 16, 13, 14, 21, 10; see Monster Manual page [266](#).”

Zombies have become templated creatures in v3.5.

As long as Terrenygit, a 5th level cleric, animated these zombies himself he can command 10 of them (4 HD x 5th level = 20 HD), as mentioned in the adventure. With a successful turning attempt (or few), he can command the remaining two with his additional turn command limit of 5 HD.

p. 47 (C13) — “**Troglodytes (2)**: hp 13, 15; AC 20; see Monster Manual page [246](#).”

p. 47 (C16) — “**Medium-Size Monstrous Spider**: hp 12; see *Monster Manual* page [288](#).”

p. 47 (C18) — The basilisk is said to be hungry, yet it's got 2 statues nearby it could be eating.

p. 48 (C19) — “**Thoqquas (2)**: hp 17, 15; see *Monster Manual* page [242](#).”

CHAPTER 5: THE CRATER RIDGE MINES - MAP B (C21-30)

p. 48 (C23) — EL [7](#)

“**Marlgran**: Ettin; hp 70; see *Monster Manual* page [106](#).

Rust Monster: hp 29; see *Monster Manual* page [216](#).”

Marlgran has increased to CR 6 and is now Space 10 ft. In 3.0, Ettins had darkvision. In 3.5, they only have low-light vision, so it would be wise to give him some kind of light source, such as a lantern and a box of oil flasks.

p. 49 (C25) — “**Ochre Jelly**: hp [68](#); see *Monster Manual* page [202](#).”

Ochre Jellies' Con has increased, so the HP have gone up. They also only split down to 10 hp now.

p. 49 (C26) — EL [10](#)

“**Fiendish Girallon**: hp [58](#); cold and fire resistance ([5](#)), damage reduction (5/[magic](#)), SR [12](#), smite good 1/day (+7 damage to good-aligned creatures); see *Monster Manual* pages [126, 107](#).”

Vranthis' CR has increased to 8, and combined with the CR 7 fiendish girallon, that's an EL 10 encounter (in the module it's listed as EL 6, but it really should have been EL 9). If you allow it, the search DC is 30 and the disable device DC is 30. For *dispel magic*, the caster level is 9.

p. 49 (C27) — "...conveyor belt is on the [western](#) side of the platform..." Also, is the conveyor the only way up? At least, there should be a ruined ladder nearby, say on the eastern side.

p. 49 (C25-28) — The eastern half (with the water) is 25 feet lower (see p. 48 C21), thus the kuo-toa can't see onto the land (a 25-ft cliff) from the water. Also, the cliff actually must lower gradually as one travels from C28 to C25, until the ground is roughly even with the water. Alternatively, you might make a slight waterfall down to area C25.

p. 50 (C29) — EL [7](#)

“**Collapsing Ceiling Trap**: [CR 7](#); ...”

I calculated the CR using the rules on DMG pg. 74, treating it as two traps: a 3d6 trap with 1 round onset delay (CR 5), and a 10d6 trap with 6 round onset delay (CR 4).

p. 50 (C30) — “**Digester**: hp 71; see *Monster Manual* page [59](#).”

CHAPTER 5: THE CRATER RIDGE MINES - MAP C (C31-53)

p. 51 (C32) — “**Violet Fungus**: hp 18; see *Monster Manual* page [112](#).”

p. 51 (C33) — “**Umber Hulk**: hp [77](#); see *Monster Manual* page [248](#).”

p. 51 (C34) — “**Umber Hulk**: hp [59](#); see *Monster Manual* page [248](#).”

Umber Hulks have added Toughness.

p. 51 (C36) — “**Trolls (2)**: hp 70, 61; see *Monster Manual* page [247](#).”

Trolls have the following changes: +5 natural armor (previously +7), space 10, lowlight vision, Spot +6 (previously +5, they have apparently one more skill point), and Track.

p. 52 (C37) — “He wears half-plate and uses a [Large](#) two-bladed sword (damage [2d6/2d6](#)).”

Proper increase in die from 1d8 is 2d6.

“**Krall**: male troll Ftr2; hp [86](#); see Appendix 3.”

The stat block says 86, pick one. I choose to go with the stat block.

“The bow is a composite longbow ([+5 Str bonus](#))...”

p. 52 (C38) — No DC is listed for the secret door. Suggested DC 20.

The poison type is not listed. Given the damage, suggest you call it Giant Wasp poison, but note that normal giant wasp poison has a save DC of 18 (not 14).

p. 52 (C39) — “**Deinonychuses (2)**: hp 33, 40; see *Monster Manual* page [60](#).”

Raptors no longer have darkvision; reach is reduced to 5ft, they gain the Pounce special attack, type is now Animal, Con increases by +2 (but since hit die is reduced due to type change, average HP don't change), Jump almost doubles, gains two feats: Run and Track.

p. 53 (C40) — Explosive Runes has a save DC of [15](#). It is assumed that Tippesh cast it and that is her new save DC. It is no longer an evocation.

Remove “spends most of the day in mage armor as a general rule.” Tippesh cannot cast conjurations.

p. 53 (C43) — The treasure in the *bag of holding* should contain a masterwork mighty composite shortbow (+1 Strength bonus). This is an item of Descritad's that is missing (according to her stat block).

p. 54 (C44) — “**Creatures**: Slaazh, a 2nd-level troll fighter in [chainmail](#) carrying a [Large](#) greatsword ([3d6](#) damage)...”

p. 55 (C45) — Change EL to 6 because each human War 1 is CR 1, not CR 1/2 (due to equipment).

Their hearing is Listen [+1](#) ...

p. 55 (C46) — “**Hill Giant**: hp 102; see *Monster Manual* page [123](#).”

The greatclub does 2d8+10 damage. They get only 1 attack per round with the rock. They now have 2 slam attacks at +15 melee (1d4+7), space 10. They gain lowlight vision but lose darkvision. The charisma is a 7 (I think 17 was a typo in the 3.0 MM). They gain two feats: Improved Bull Rush and Improved Sunder. The same notes apply to the hill giant in area C49.

p. 55 (C47) — Change EL to 6 because each human War 1 is CR 1, not CR 1/2 (due to equipment).

p. 55 (C49) — “Hill Giant: hp 102; see *Monster Manual* page [123](#).”

Also, see notes for Hill Giants above for C46.

“**Dire Wolverine:** hp [48](#); see *Monster Manual* page [66](#).”

Dire wolverines have space 10. They gain Alertness, Toughness (thus the change in hp), and Track.

The treasure contains a masterwork [heavy](#) steel shield.

p. 56 (C50) — “**Gnolls (6):** hp 11, 14, 12, 13, 9, 11; 2d10gp; see *Monster Manual* page [130](#).”

Gnolls move 30ft now due to the replacement of their scale mail armor with leather armor. Consequently, the AC drops by 2. Listen is now +2 (instead of +3 previously).

p. 56 (C51) — “**Gnolls (6):** hp 11, 12, 15, 13, 9, 8; 2d10gp; see *Monster Manual* page [130](#).”

“The cries and clashes...rounds [and the gnolls in area 50 in 1d4+2 rounds](#).”

The gnolls are not so far away that they cannot hear a pitched battle. I made it an extra round to move the extra 40-60 feet.

p. 56 (C52) — “They listen (Listen [+1](#)) or watch for ...”

“**Orcs (2):** hp [5,7](#); 2d10gp each; see *Monster Manual* page [203](#).”

Orcs are now 1st level warriors by default. They have studded leather armor instead of scale mail, lowering their AC by 1, but increasing their movement to 30ft. They use a falchion instead of a greataxe. Their skills, saves, and stats change slightly. Because they get 1d8+1 hp now instead of only 1d8, I increased their hp by one each.

p. 56 (C53) — “**Orc Archers (2):** hp [9,5](#); 2d10gp each; Repeating crossbows (+1 ranged); see *Monster Manual* page [203](#).”

“**Orc Skirmishers (4):** hp [7,8,5,6](#); 2d10gp each; see *Monster Manual* page [203](#).”

If you wish to improve the archers, replace their Alertness with Exotic Weapon Proficiency (repeating crossbow), Listen and Spot are each -1, and the total ranged attack is +2 with the crossbow.

CHAPTER 5: THE CRATER RIDGE MINES - MAP D (C54-72)

p. 57 (C54) — “**Orc Archers (4):** hp [5,6,4,7](#); 2d10 gp each; repeating crossbows (+1 ranged), [-1 Listen, -1 Spot](#); see *Monster Manual* page [203](#).”

Orcs are now 1st level warriors by default. They have studded leather armor instead of scale mail, lowering their AC by 1, but increasing their movement to 30ft. They use a falchion instead of a greataxe. Their skills, saves, and stats change slightly. Because they get 1d8+1 hp now instead of only 1d8, I increased their hp by one each.

Because the orcs uses repeating crossbows, I changed their stock War 1 Alertness feat into Exotic Weapon Proficiency (repeating crossbow), otherwise they would have a ranged attack bonus of -3.

p. 57 (C57) — “eastern alcove” should read “western alcove” in the boxed text.

“**Giant Bombardier Beetle:** hp 13; see *Monster Manual* page [284](#).”

In v3.5, the base orc is presented as a War1 already. The first conversion provided in Appendix 3 below is nearly identical to the base orc, but the feat has been changed to match the War1 in the adventure.

“Orc War1 (6): hp 10, 8, 9, 7, 10, 9; see Appendix 3.”

Since the orcs in C57 are presented as a cut above their fellows, you may wish to add one more War level, which results in the second version of the orc warriors presented below in Appendix 3.

“Orc War2 (6): hp [17, 15, 16, 14, 20, 16](#); see Appendix 3.”

p. 58 (C59) — “**Orcs (6):** hp [5, 6, 5, 4, 3, 7](#); 2d10 gp each; see *Monster Manual* page [203](#).”

p. 58 (C60) — “**Orcs (7):** hp [4, 6, 6, 5, 7, 4, 5](#); 2d10 gp each; longbow (+1 ranged); see *Monster Manual* page [203](#).”

“Goblins (3): hp [4, 6, 5](#); unarmed ([+2 melee, 1d2 nonlethal](#)); see *Monster Manual* page [133](#).”

p. 58 (C61) — The CR for this trap has increased considerably to CR 8 in v3.5 (changing the EL for the room as well):

+2 Disable Device DC 30
+2 Search DC 30
+0 Reflex DC 20
+1 Spikes
+2 Average damage 14 (4d6)
+1 Multiple targets

p. 59 (C63) — “**Glyph of Warding:** CR [4](#) ... Reflex save DC [14](#) half; ...”

“The interloper must make a Fortitude saving throw (DC [22](#)) or be *polymorphed* ([as polymorph any object cast by a 15th-level caster](#)) into a dwarf. Further, he must make an immediate Will saving throw (DC [17](#)) or be *dominated* ([as dominate person](#))...”

Pedestal Trap: CR [10](#); victim *polymorphed* and *dominated*, Fortitude save (DC [22](#)) and Will save (DC [17](#)), respectively, negate; Search (DC [33](#)); Disable Device (DC [33](#)).”

The CR of the trap is calculated by combining the CR 9 for the *polymorph any object* and the CR 6 for the *dominate person*.

The room is EL 10 now as well with the three traps.

Note that the *polymorph any object* spell is quite a step up from the original in v3.0. Not only is the DC higher, but the subject's Int will change as well (a base Dwarf has Int 10) as the normal physical scores. The duration for switching to a dwarf is likely to be permanent for many party members, but check the spell description for details. The *domination* effect lasts 10 days.

p. 59 (C64) — “**Stone Golem:** hp [110](#); see *Monster Manual* page [136](#).”

The secret door isn't described. Trithereon's suggestion:

The door should be secret from the inside as well as the outside (Search DC 22 from the inside, the same as the one in Room 70 and maybe a DC 30 from the outside). It probably should be locked (Open Lock DC 32, like Room 67). I like a difficult Search and Open Lock DC hinting at the idea that only the rightful heir to the temple, the one with a key and knows about it, should be able to enter the dwarf's backdoor easily. Dwarves are a secretive and greedy little bunch and are not likely to make it easy for anyone, not in "the know", to find their backdoor.

p. 60 (C67) — The CR for this trap has increased considerably to CR 12 in v3.5 (changing the EL for the room as well):

+2 +20 Attack bonus
+5 10d6 damage, average 35
+2 Search DC 30
+2 Disable Device 32
+1 Multiple Targets

p. 60 (C69) — “**Hydra, Seven-Headed:** hp [86](#); see *Monster Manual* page [156](#).”

All hydras in v3.5 are of the Lernaean type from v3.0 and grow two heads in 1d4 rounds when one is severed. Heads are severed now with Sunder attacks. Hydras also have fast healing now. This variety heals 17 hp each round.

p. 61 (C72) — “**Gnolls (49)**: hp 14, 11, 10, 10; 2d10 gp each; see Monster Manual page [130](#).”

CHAPTER 5: THE CRATER RIDGE MINES - MAP E (C73-94)

CRM Map E — Area 80A of the Crater Ridge Mines is missing a door on the map. It should have a door that opens out to the hallway, just like the one from area 80B.

p. 61 (C73) — The ceiling needs to be at least 25ft high (instead of the implied 20ft in the general notes above C71) in order to allow the air elemental (if summoned) on top of the 15ft dais.

p. 62 (C73) — It should be mentioned that the Wind Door is in area 36 of the Outer Fane, not just any area 36. For consistency's sake, "Wind Door" should be replaced with "Air Door".

p. 63 (C74) — The limit of the *spirit sphere* covers areas 71-81.

The skeletons are not identified in a stat line after Choranth in the text. If you wish to have CR 2 skeletons of similar rating to the v3.0 Huge ones, consider using:

“**Creatures**: Choranth, a 4th-level human cleric and four [large skeletons \(owlbears\)](#) are in this area.

...

[Owlbear Skeletons \(4\): hp 32, 29, 33, 39; see Monster Manual page 226.](#)”

But we also provide CR 3 v3.5 Brown Bear Skeleton stats in Appendix 3 below if you would rather keep Monte’s flavor:

“**Creatures**: Choranth, a 4th-level human cleric and four [large skeletons \(brown bears\)](#) are in this area.

...

[Brown Bear Skeletons \(4\): hp 39, 36, 40, 46; see Monster Manual page 226.](#)”

These will push the room closer to EL 8, however.

Under **Developments/Helping in the Temple**: “...(casting shield of faith and [bear's endurance](#))...”

p. 63 (C75) — The books on the table aren't mentioned in the boxed text. The PCs should be able to see them immediately.

p. 64 (C76) — "...the volcanic island in the center, and [two](#) bridges that cross the lake to the island." You cannot see the third bridge (Air) from this vantage point.

p. 64 (C78) — The spiral stairs to the east ascend 15ft to the East-West corridor.

No EL is listed. I'd say EL 9-10 due to the defensible position, which means you might consider adding +10% XP bonus. Also, the ogres now have a CR of 3.

“**Ogres (2)**: hp [28, 33](#); see Monster Manual page [199](#). ”

p. 64 (C79) — “**Gnolls (8)**: hp 14, 11, 13, 10, 12, 10, 16, 11; 2d10 gp each; see Monster Manual page [130](#). ”

p. 65 (C82c) — EL 3 (not ready) or EL 6 (ready).

p. 65 (C83) — EL 7

“**Spectre**: hp 45; see Monster Manual page [232](#). ”

p. 65 (C85) — Claagingred was not advanced properly in the adventure. A complete v3.5 stat block is provided for him in Appendix 3.

“**Gargoyles (2)**: hp [34, 42](#); see Monster Manual page [113](#). ”

p. 66 (C86) — “**Dog, Riding:** hp 15; see *Monster Manual* page [272](#).”

pp. 66-67 (C87) — In v3.5, the Trapdoor Pit with Gas increases to CR 8:

5d6 damage (+3 CR)
Multiple Targets (+1 CR)
poison gas (+4 C R)

“**Mimic:** hp 60; see *Monster Manual* page [186](#).”

p. 67 (C90) - “...and shown a greater key of water or told the pass phrase signifying they are blessed...” Having a greater key is not the only way through the water door.

p. 67 (C91) — “**Chuul:** hp 90; see *Monster Manual* page [35](#).”

p. 67 (C92) - EL 7.

“**Kuo-Toas (6):** hp 10, 14, 11, 12, 10, 11; see *Monster Manual* page [163](#).”

p. 68 (C93) - No search DC provided, suggest DC 22.

“**Cloakers (2):** hp 50, 43; see *Monster Manual* page [36](#).”

CHAPTER 5: THE CRATER RIDGE MINES - MAP F (C95-105)

p. 69 (C99) — “...risk drowning (see *Dungeon Master’s Guide* page [304](#)).”

“**Destrachans (2):** hp 58 and 66; see *Monster Manual* page [49](#).”

p. 70 (C101) — “**Destrachans:** hp 60; see *Monster Manual* page [49](#).”

p. 70 (C102) — Tarren is listed here as having hide armor, but his stat block says leather. Changes for hide are provided in his stat block in Appendix 3 below.

“**Kiibo:** Dire Bear, hp [113](#); see *Monster Manual* page [63](#).”

Tarren can no longer have Kiibo as an animal companion as per the v3.5 animal companion rules. There are several options to deal with this:

1) Kiibo is no longer a formal animal companion, but merely an animal Tarren befriended and trained.

Kiibo can learn up to six tricks (Int 2), and the Hunting package (see *PHB*, pg. 75) seems appropriate for them.

2) Change Kiibo to a brown bear. In this case, Kiibo’s entry changes to:

“**Kiibo:** Brown Bear, hp [55](#); see *Monster Manual* page [269](#).”

As above, this Kiibo could have the Hunting package. He also has one bonus trick (suggestion: Defend), has a link to Tarren, and may share spells with him. See the *Player’s Handbook*, page 36.

3) Kiibo is allowed to remain an animal companion as an exception (based perhaps on the old v3.0 rules that non-adventuring druids can have more powerful companions or perhaps on Tarren’s extraordinary charisma and ability in wild empathy).

Under **Tactics**, three of the four spells listed are not on Tarren’s prepared list (only *dispel magic*). Although in v3.5 he can spontaneously cast the *nature’s ally* series of spells.

Under **Treasure**, strike “(or has the druid ability nature sense)”. In v3.5, nature sense gives a +2 bonus to Knowledge (nature) and Survival checks and does not provide any information automatically.

p. 70 (C104) — Giant Ant Workers (6): hp 10, 9, 10, 7, 13, 11; see *Monster Manual* page [284](#).”

p. 71 (C105) — “Giant Ant Workers (4): hp 10, 8, 12, 9; see *Monster Manual* page [284](#).
Giant Ant Soldiers (4): hp 11, 11, 14, 9; see *Monster Manual* page [284](#).”

CHAPTER 5: THE CRATER RIDGE MINES - MAP G (C106-123)

p. 71 — At Security Level C, Tessimon will go to the Temple of Fire, just as she does at Level B.

p. 71 — "They know about the destrachan to the [west](#) ..."

p. 71 (C106) — “Medium-Size Fire Elementals (up to 4): hp 24, 26, 27, 30; [see *Monster Manual* page 99](#)“

p. 71 (C107) — Virith - In the module text, it says Male, in Appendix 3 the write-up it lists Female.

p. 71-72 (C108) — “Fire Mephits (4): hp 11, 12, 13, 15; [see *Monster Manual* page 182](#).”

“**Tactics:** The mephits fly back over the pit to make it difficult for foes to get at them with melee attacks, while they use their breath weapon, [scorching ray](#) or [heat metal](#) attacks against opponents.”

Fire mephits lost *magic missile* and got *scorching ray* in v3.5.

p. 72 (C109) — “Fire Mephits (2): hp 13, 15; [see *Monster Manual* page 182](#).”

There is an iron box, with a DC 30 to open, but nothing at all about its content. According to Monte, it’s another box, DC 30 to open. Yes, this is probably a joke. Or maybe the bag’s in the box...

Infiniti2K has the following suggestion:

What's in the locked, black iron box? Suggestion: 6 mephits should have about 3400gp. Add: small scorched pouch with 2 red spinels worth 100gp each, small silver vase, acid-etched in relief of dragons in flight worth 300gp, potions of *darkvision* and *levitate*, *ring of jumping* - white gold inscribed with runes and a pair of boots. (*I still like Monte's better ;)* - S.)

p. 72 (C110) — “The smoke reduces visibility to 5 feet and provides [concealment \(20% miss chance\)](#).

...
In either case, visibility becomes 10 feet, [the miss chance is reduced to 10%](#), and no saving throws are needed for that time.”

Concealment rules changed slightly in v3.5.

p. 72 (C112) — “Hell Hound: hp 31; [see *Monster Manual* page 151-152](#).”

p. 73 (C115) — EL 10 due to v3.5 changes for Skassik.

“**Treasure:** Hidden behind a rock in the upper cave, Skassik keeps a small leather bag with a permanent [protection from energy \(fire\)](#) spell cast upon it by a 10th-level caster. It contains 134 pp, 966 gp, and potions of *cure serious wounds*, [salve of slipperiness](#), and [elixir of sneaking](#).”

p. 73 (C116) — “Creatures: Zert, an 8th-level human fighter who wields the [sword of fire](#), lives here.”

“**Tactics:** Zert is paranoid and attacks anyone he does not immediately recognize. He commands his troops to do likewise. He drinks his *potion of bear's endurance* before battle.”

p. 74 (C117) — “Rasts (4): hp 18, 22, 20, 35; [see *Monster Manual* page 213](#).”

p. 74 (C120) — EL 10 due to Tessimon's CR of 10 from the demonic arm.

“Thus, if she has time, she first casts defensive spells on herself (*shield of faith*, *divine power*, [bear's endurance](#), *magic vestment*) and drinks her *potion of heroism* before engaging foes.”

Under Tessimon's combat tactics where it lists her spells and when to cast them, it states spells not on her spells prepared list (*slay living*). Also, her tactic states she will head to the altar, have it return to the center of the fire pit and cast *flame strike* and *slay living* on foes, and *dispel magic* on approaching flying foes. *slay living* is a touch spell, she cannot cast it at range.

Finally, Tessimon is pictured with a left demonic arm, while her description on page 177 states that her right arm is demonic.
Suggestion: Artists are mad.

p. 75/77 (C121) — “..., the *unhallow* grants all evil beings protection from fire, as a *protection from energy (fire)* cast by an 11th-level caster, ...”

p. 77 (C122) — Glyph Save DC should be 14.

p. 77 (C123) — EL 9 (due to concealment and v3.5 changes).

“**Average Salamanders (2):** hp 57, 59; see *Monster Manual* page 219.

Hell Hound: hp 31; see *Monster Manual* page 151.”

CHAPTER 5: THE CRATER RIDGE MINES - MAP H (C124-155)

CRM Map (Overview and Map H) — The earth bridge should go off from the ridge towards the southwest, according to the overview map, but Map H pictures it going off to the northwest.

p. 78 (C124) — No changes, but if you have the statues radiate magic, I suggest *strong necromancy*.

p. 78 (C126) — “**Dire bats (4):** hp 29, 38, 27, 31; see *Monster Manual* page 62.”

Dire bats have Blindsight now, not Blindsight. They are also larger given the new Space rules and will be hard pressed to fit in the chamber with the PCs.

p. 79 (C128) — “**Spectres (4):** hp 46, 40, 38, 50; see *Monster Manual* page 232.
Shadows (6): hp 19, 19, 24, 17, 20, 19; see *Monster Manual* page 221.”

p. 79 (C129) — The trap difficulties should be changed from “EL” to “CR”.

“**Ethereal Marauders (4):** hp 14, 11, 8, 10; see *Monster Manual* page 105.

Ethereal Marauders (4): hp 11, 10, 13, 12; see *Monster Manual* page 105.”

p. 80 (C130) — Glyph trap is CR 4 and has a save DC of 14. The trap CR is calculated as +1 (magical base) +3 (*glyph of warding*, equal to the damage).

p. 80 (C133) — “**Ogres (2):** hp 33, 29; see *Monster Manual* page 118.”

Ogres have Toughness now, and low-light vision. Their space has also increased to 10' square, which could make the room a bit small for them.

“**Gnolls (4):** hp 9, 10, 14, 11; see *Monster Manual* page 130.”

p. 81 (C134) — “EL 7” if each guard is CR 1.

p. 81 (C135) — “**Trolls (3):** hp 65, 67, 70; 3d10+30gp; AC 20; *Large* javelins (+5 ranged, 1d8+6); see *Monster Manual* page 247.”

Trolls have the following changes: +5 natural armor (previously +7), space 10, lowlight vision, Spot +6 (previously +5, they have apparently one more skill point), and Track. The ranged attack bonus here is calculated as +4 (BAB) +2 (Dex) -1 (size).

p. 81 (C137) — “EL 5” if each guard is CR 1.

p. 82 (C139) — “**Eeridik:** Wererat Sor8; hp 43; See Appendix 3.”

Tactics: Eeridik casts *bull's strength*, *bear's endurance*, and ...”

Dire Rats (6): hp 4, 5, 5, 4, 6, 3; see *Monster Manual* page [64](#).”

The petrification trap is assumed to be a *flesh to stone* spell, as it is specified as magical and the DC matches a 6th level spell for searching and disabling. The CR, therefore, should be 7 and is calculated as +1 (magical base) +6 (spell level).

p. 83 (C141) — The boxed text mentions stairs, but there aren't any on the map.

The EL for this area is now 10 due to the higher CR demon.

Bebilith: hp [150](#); see *Monster Manual* page [42](#).”

The bebilith is CR 10 now, not CR 9. For this he has gained about +50% hp, but loses protective aura and his DR is now 10/good.

p. 83 (C143) — The text mentions stairs, but there aren't any on the map.

p. 83 (C143) — "A secret button [at the end of the hall to the north, near room 144](#), and one on the ...".

No search DC is provided for the secret button. Suggestion: Search DC 22.

Dire Bear: hp [113](#); see *Monster Manual* page [63](#).”

Dire bears (like all animals) gain feats. It is slightly stronger for this change and gains Toughness, so I upped his hp (already above average).

p. 83 (C144) — “**Troll:** hp 63; see *Monster Manual* page [247](#).”

Trolls have the following changes: +5 natural armor (previously +7), space 10, lowlight vision, Spot +6 (previously +5, they have apparently one more skill point), and Track.

p. 83 (C145) — “EL [6](#)” due to the trap.

Water Trap: CR [6](#)”

Calculated as +0 (mechanical base) +1 (damage) +5 (liquid).

p. 84 (C148) — “EL 7”

Troll: hp 65; 54 gp; see *Monster Manual* page [247](#).”

Trolls have the following changes: +5 natural armor (previously +7), space 10, lowlight vision, Spot +6 (previously +5, they have apparently one more skill point), and Track.

“The humans use their [longbows](#) while the troll engages in melee.”

p. 85 (C149) — “6. *Bear's endurance* for 1 hour.”

Gray Render: hp 125; see *Monster Manual* page [138](#).”

Strike the paragraph about using the *haste* glyph. *Haste* no longer provides an additional partial action.

At first, I thought to change the time of the buff glyphs to 1 minute, but then I realized that the time was nonstandard anyway, so changing it didn't seem right. If you decide to change it, though, I suggest 10 minutes (reflecting the caster level 10 assumed from the *haste* glyph).

The rend ability of the monster is a little weaker, but the gray render gets 4 feats and an improved BAB by the change in type to magical beast from beast.

p. 85 (C150) — Technically, this is a trap, and should be CR 2, computed as +0 (mechanical base) +1 (damage, 3.5 rounds up to 7) +1 (multiple targets).

p. 85 (C151) — The CR of the trap is not listed, thought the EL is. I figure the trap CR to be 6, computed as +0 (mechanical base) +4 (damage, fall) +1 (damage, acid) +1 (multiple targets). Therefore, the EL should be 6, too.

p. 86 (C152) — The trap CR is not listed, but it is 4 (same as the EL). It is computed as +0 (mechanical base) +4 (damage) -1 (Reflex save DC 15) +1 (multiple targets).

p. 86 (C153) — **Fiendish Displacer Beasts (2)**: hp 55, 61; fire and cold resistance [5](#); DR 5/[magic](#); SR [11](#); Smite good 1/day can inflict additional +6 damage to good creatures; see *Monster Manual* page [66](#).

Under **Tactics**, their Hide bonus is only +10 now.

Overall, the fiendish displacer beast got slightly weaker.

CHAPTER 5: THE CRATER RIDGE MINES - MAP I (C156-172)

p. 86 (C156) — “**Black pudding**: hp 120; see *Monster Manual* page [201](#).”

p. 86 (C157) — “**Darkmantles (6)**: hp 5, 6, 4, 3, 8, 9; see *Monster Manual* page [38](#).”

p. 86 (C158) — no search DC listed for the dwarf skeleton, suggest DC 18

p. 87 (C161) — Appendix 3 in the text is missing stats for Steeran. Monte provided us with a suggested stat block, which has been updated to v3.5 in our Appendix 3 below.

p. 87 (C161) — CR for the glyph with *hold person* should be 3. Damage for the other glyphs should be 2d8, not 5d8, as Fesad is only a level 5 cleric. The text above the glyph stats is incorrect; go with the stats, as they are correct, except as noted above. EL for this encounter should be 7, as the traps are not sufficient to raise the EL of this encounter.

p. 87 (C161a) — Exactly how should a pass phrase allow you to pass the corpsebomb? Maybe this phrase is for the pot in 161? (Or the bomb could have a glyph-like element allowing for a password - Ed.)

p. 88 (C162) — “**Bugbears (2)**: hp 15, 19; 3d10 gp each; see *Monster Manual* page [29](#).”

Bugbears now have Scent.

Under **Tactics**, “(Listen [+4, +7](#) for the scouts).”

p. 88 (C165) — “**Bugbears (4)**: hp 14, 20, 19, 16; 3d10 gp each; see *Monster Manual* page [29](#).

Dire boar: hp 52; see *Monster Manual* page [63](#).”

Bugbears now have Scent.

p. 88 (C165) — “**Bugbears (7)**: hp 16, 14, 13, 24, 19, 16, 22; 3d10 gp each; see *Monster Manual* page [29](#).”

Bugbears now have Scent.

p. 89 (C169) — “eastern portion” should be “western portion”.

p. 89 (C171) — “EL [7](#)”.

Under **Creatures**: “...with the goal of moving [southward](#) to parley with the bugbears.”

Under **Tactics** it says he has *endurance* (now *bear's endurance*) cast. Note that its duration is only 6 minutes now, like *shield* and *blur*. All four of these buffs provide him with the additional hp noted in the text as well as Fort +2, AC +8 (+4 armor, +4 shield), and a 20% miss chance.

CHAPTER 5: THE CRATER RIDGE MINES - MAP J (C173-188, 192-197)

p. 90 — As indicated in the text at C187, Kelashein will head for 185, not 195 at Security Level B.

p. 90 — The inhabitants of 177-197 know the layout of areas 173-199 (stanguay's suggestion, YMMV) rather than areas 104-134 as given in the text (which does seem a little bit off).

p. 90 (C175) — “Medium Sized Monstrous Scorpions (5): hp 10, 13, 15, 11, 20; see *Monster Manual* page [287](#).”

p. 90 (C177) — “EL [5](#)”

“Kuo-Toa: hp 12; 2d10 gp each; see *Monster Manual* page [163](#).”

p. 91 (C178) — “Water Mephits (2): hp [17](#), [23](#); see *Monster Manual* page [185](#).”

Water Mephits now have Toughness.

p. 91 (C181) — “Water Mephits: hp [19](#); see *Monster Manual* page [185](#).”

Water Mephits now have Toughness.

p. 91 (C182) — “Skum (6): hp 12, 8, 16, 11, 10, 11; see *Monster Manual* page [228](#).”

p. 91 (C183) - “EL [6](#)”

p. 92 (C186) — “EL [7](#)”

“Pit Trap (50 feet deep): CR [5](#); no attack roll necessary (5d6); Reflex save (DC 20); Search (DC 29); Disable Device n/a.”

“Carriion Crawler: hp 20; see *Monster Manual* page [30](#).”

p. 92 (C187) — There's no EL for this encounter. Suggestion: 8.

The standard Reflex save DC for a generic *glyph* is 14, but this one is too powerful to have been cast by Kelashein herself. If she'd cast it herself, its stats would be: CR 4; no attack roll necessary (3d8 electrical, 5); Reflex save (DC 18); Search (DC 28); Disable Device (DC 28). Also, there's no password for the *glyph*.

p. 92 (C188) — No EL. Suggestion: 9.

p. 93 (C190) — “Guoquog: hp [37](#); see Appendix 3.”

p. 93 (C192) — “*Glyph of Warding*: CR [4](#); *bestow curse* (-6 to dexterity); Will save (DC 14); Search (DC 28); Disable Device (DC 28).

We must assume that Oomkaan has had the spell cast by another cleric, as he, a 4th-level cleric, can't cast either *glyph of warding* or *bestow curse*.

pp. 93-94 (C193) — Sheetghoul pointed out that the stats for Zeityan, the Water Naga in Area 193, are missing. Add this line to the end of the **Creatures** section:

“Zeityan: Water Naga; hp 59; see *Monster Manual* page 193.”

p. 94 (C194) — Under **Creatures**, “...created these skum (and those in area 182)...”.

“Large Skum (3): hp [44](#), [45](#), [50](#); see Appendix 3.”

Strike the additions to the large skum's stats. The complete block is found in our Appendix below.

pp. 94-95 (C195) — “This entire area is unholy, as described in the spell *unhallow*. In addition to the [*magic circle against good*](#) effect ([*+2 deflection bonus to AC and +2 resistance to saves vs. attacks from Good creatures, no non-evil summoned creatures can enter*](#)) and the -4 profane penalty on turn undead attempts (+4 to rebuke undead attempts), the *unhallow* continually grants all evil beings an *aid* spell ([*+1 morale bonus on attacks and saves vs. fear, 1d8+10 temporary hit points*](#)), ...”

The Pools: bull's strength and cat's grace can no longer be maximized, so any evil creature who touches all three pools and survives is simply granted +4 Strength and +4 Dexterity for a period of one week.

Horns and Knife: ‘Huge Water Elemental: hp 152; see *Monster Manual* page [98](#).

p. 96 (C197) — “**Kuo-toas (2):** hp 12, 13; see *Monster Manual* page [163](#).”

CHAPTER 5: THE CRATER RIDGE MINES - MAP K (C189-191, 198-217)

p. 92 (C189) — EL 7 (not 4, 9 x CR1=7)

p. 92 (C189) — The guard should keep watch at the westernmost exit, not the easternmost.

p. 96 (C198) — **Owlbears (2):** hp 45, 63; see *Monster Manual* page [206](#).

p. 97 (C200) — “EL [5](#)”

“**Spiked Pit Trap (40 feet deep):** CR [5](#) ...”

The CR of this trap increased in v3.5 by 2 because it cannot be disabled (which is as good as a Disable DC >30).

p. 98 (C202) — “**Dire Apes (4):** hp [37, 31, 35, 43](#); see *Monster Manual* page [62](#).”

HP for the dire apes increased due to addition of Toughness in v3.5.

p. 97 (C203) — Due to advancement, the master ape also gets +4 to all saves (dire apes apparently have good saves in all three categories). Though not provided, CR 7 (as evidenced by EL 7).

p. 98 (General Notes) — Axred (C216) is 18 feet tall, making the 15-foot tall ceilings a bit cramped for him. Trithereon supplies an alternative Axred in the BotB thread on Monte’s website. The other option is to make the ceilings 20 feet tall, instead.

Also, the inhabitants know all too well that they are sandwiched between the Water Temple and the Earth Temple, not the Fire Temple, as stated in the text.

p. 98 (C205) — “EL [5](#)” (not 3, 6 x CR1=5)

p. 98 (C206) — “EL [5](#)” (not 3, 6 x CR1=5)

p. 99 (C208) — “EL [2](#)” if guards are awake (not 1, 2 x CR1=2)

p. 100 (C211) — "...dire apes (areas [202 and 203](#))..."

Barghests can no longer use their natural weapons in goblin form, Riu’s likely shape when first encountered. In addition, he no longer has *charm person* or *project image* as suggested in the tactics section. However, he’s turned into a serious supporting buff caster for a group attack. He now has *mass enlarge* (9 targets), *mass bull's strength* (9 targets), and *rage* (3 targets).

p. 100 (C213) — **Arrow Trap:** CR [4](#)...

p. 101 (C215) — The correct spelling for Lotaas’ first name is Riu, not Rui.

p. 101 (C216) — "...and hefting his [morningstars](#).”

v3.5 changes the default weapon for the athach. The picture in the MM still shows them as being very club-like though, so the flavor hasn't been changed much.

CHAPTER 5: THE CRATER RIDGE MINES - MAP L (C218-232)

p. 101 — The Swordmaster is in area 230, not 226 as mentioned under the text for Security Level B.

p. 102 (C220) — “In addition to the *magic circle against good* effect...”

“**Average Xorn:** hp [48](#); see *Monster Manual* page [261](#). ”

Xorn have Toughness now and slightly better AC. Their resistance to slashing weapons is now DR 5/bludgeoning. Note that there is a printing error in the feats lines of xorn for (at least) the first printing of the v3.5 MM. The second and following lines should all be shifted over a whole column. Thus, the average Xorn has Cleave^B, Multiattack, Power Attack, and Toughness. Cleave is also new for them in v3.5.

“**Troglodytes (6):** hp 9, 14, 11, 13, 13, 18; 2d10 gp each; see *Monster Manual* page [246](#). ”

p. 103 (C221) — “**Earth Mephits:** hp [19](#); see *Monster Manual* page [182](#). ”

All mephits gained a feat in v3.5. Earth mephits gained Toughness.

p. 103 (C222) — The quote box should not include the sentences: “Hundreds of centipedes and millipedes are here, drawn by the corruption of Uaskoth's magic. Only a few pose a threat.”

“**Small Monstrous Centipedes (8):** hp 2 each; see *Monster Manual* page [286](#).

“**Medium Monstrous Centipedes (8):** hp 4 each; see *Monster Manual* page [286](#). ”

An interesting alternative here for v3.5 has been suggested by msherman:

Centipede Swarm: hp 31; see *Monster Manual* page 238.

This swarm is CR 4, a close match to the EL 5 the original provides. Swarms are not hurt by physical weapon damage, requiring some creative combat techniques. Their attack provides a more appropriate and wonderfully creepy visual than facing off against the solitary big guys above.

Infiniti2000 suggests taking this further by applying a fiendish or pseudonatural (*Tome & Blood*) template. The fiendish change looks like this:

Fiendish Centipede Swarm: hp 31; see *Monster Manual* page 238 & 107. Magical Beast (extraplanar), Int 3 (understands abyssal), Smite Good (1/day, +9 damage to good creature), DR 5/magic, resistance to cold and fire 10, SR 14, AL NE, CR 6.

p. 103 (C223) — Under v3.5, *bear's endurance* is a much shorter duration spell and should be added (perhaps first) to Uskathoth's list of spells to cast before combat. It will change his stats to: Con 18, hp 69, Fort +12, Concentration +11. If he casts *bull's strength* as well: Str 18, +2 to melee attacks, +2 to all damage (except his bite which only gains +1). Note that *aid* grants an additional +6 temporary hit points in v3.5 for him now. Finally, he is listed as casting *protection from good*, but he does not have one memorized. *Shield of faith* is a good alternative that he does have listed as having on hand.

Furthermore, there is no password for this *glyph of warding*. Note that the standard Reflex save is 14 for such a trap. With the damage, we must assume that it was placed by a level 10 or greater cleric (or a scroll from such), rather than Uskathoth, who is only level 6. In any case, it is now CR 4 in v3.5.

p. 103 (C224) — “**Manticore:** hp 60; see *Monster Manual* page [179](#). ”

The manticore's size and reach has been reduced as it is only Large now. However, its AC and attacks are up slightly as a result. They also now have Flyby Attack, Track (a nice bonus for scent), and Weapon Focus for its spikes.

There's a severed human hand hidden amongst rocks. No Search DC is given, so assume DC 25.

p. 104 (C226) — “**Medium Earth Elemental**: hp 30; see *Monster Manual* page [97](#).”

p. 104 (C227) — “**Poisoned Dart Trap**: CR [8](#) ...”

In v3.5, the CR of this trap should probably change slightly. If you treat each dart as a trap (CR 1) and combine twelve of them as multiple, independently the CR is 8. However they are linked in pairs, so it might also be reasonable to treat them as six CR 2 traps (+1 for the poison, +1 for either multiple targets or more poison, however you'd choose to classify it) in which case the CR is 7 or 6.

p. 105 (C234) — “**Troglodytes (2)**: hp 15, 12; 2d10 gp each; see *Monster Manual* page [246](#).”

CHAPTER 6: THE OUTER FANE

p. 106 — *Lightning bolt* now has a fixed range of 120 ft. Since the range is arbitrary anyway (a 10d6 lightning bolt in v3.0 should have a range of at least 200 ft.), I'd ignore the limit and just use 150 ft. Be prepared for rules-conscious players, though.

p. 106 (LT1) — “**Spider Eaters (10)**: hp 38, 44, 37, 37, 41, 39, 46, 40, 42, 40; see *Monster Manual* page [234](#).”

Spider Eaters have been reduced to Large in v3.5. Because of this, they now implant creatures of Large size or larger. However, some of the victims listed are Medium. I suggest replacing all of the Medium victims with ogres.

p. 107 (LT2) — “**Sorcerer**: Human Sor6; hp 25; each wears a *contact medallion*; see *Dungeon Master's Guide* page [124](#).”

pp. 108-109 (OF1) — Technically, the paragraph under **Tactics** about Snatch should be removed. As noted in her stat block below, Chymon won't be able to get Snatch until 21 HD since she was only Large at 18 HD (Snatch requires Huge+), her last gain of a feat. However, the rule bending here is not very great to retain Monte's original flavor for her.

“Alcove #1: ... 3. *Ice storm* and [polymorph](#) ... 6. [Greater teleport](#).”

Recalculating the trap CRs here for v3.5 is quite difficult given their complex nature. Here are some notes offered as suggestions that can guide you if you want to tweak them to be in line with the other trap modifications we've done here:

#1 Trapdoor Pit: CR 2 from the damage alone, then +6 (or 7 if you make it an official 'magic' trap, but the Search/DD does not reflect this) for the *programmed image*. However, given the non-damaging nature of the trap/spell, the CR 6 of the text is probably appropriate.

#2 Phase Trap: CR 7 from the damage/Search/DD alone. At least +1 for the trapping effect, but maybe more given that it can kill characters under 5' tall. This one is probably also technically magical, but the Search/DD don't reflect that either.

#3 Poison Gas Trap: Note that the descriptive text and the stat block for the trap disagree about the DC (17 vs. 19). I'd lean toward the 17 because then it matches the properties of Lich Dust. However since that's ingested, it doesn't help us with the CR. First, the Search and DD give a base of 2 and in v3.5, all never miss traps (gases, liquids, etc.) have an onset delay. By the description, I'd say this is 1 round (the minimum), giving +3 to the CR. As an inhaled, this poison is somewhere between Insanity Mist and Burnt Othur Fumes, so call it +5. The trap is then CR $2 + 3 + 5 = 10$.

#4 Cold Trap: Treating this one as a mechanical trap (again the Search/DD isn't right for a spell trap): +2 for high Search/DD, +1 for multiple targets, +5 for damage = CR 8. Note that again the descriptive text and stat block are in conflict here: one says "for half" and the other says "avoids" for the Ref save. I'd go with the "for half" since it's closer to the normal spell effect.

Here's a stat block for a straight v3.5 *cone of cold* trap:

Cold Trap: CR 6; 60-ft. cone (10d6 damage); Reflex save (DC [17](#) for half); Search (DC [30](#)); Disable Device (DC [30](#)).“

p. 109 (OF2) — A magic item specification for *dragon spirits* was never provided. Since it somewhat duplicates a pearl of power, I suggest similar abilities: strong transmutation, CL 17th; Craft Wondrous Item; price 250gp. The price is pure guesswork. It's only a one use item.

p. 109 (OF3) — “**Ogres (6)**: hp [31, 29, 29, 31, 33, 30](#); AC 21 (full plate); **Large** greatsword +9 melee ([3d6+7](#)); Weapon Focus (greatsword instead of greatclub); 3d10gp each; see *Monster Manual* page [199](#).”

Ogres now get Toughness, thus the change in hit points. A Medium greatsword does 2d6, and a Large one would be 3d6. Also, ogres now occupy a 10' square in v3.5. The room could prove to be a bit small for effective tactics. Note that there is plenty of room to the west to expand it though, if you wish.

p. 110 (OF4) — The search DC of the secret door is not provide. I suggest DC 25. You might consider having the magic dust in the ewer follow the new *heal* rules in v3.5 and heal up to 150hp rather than full hit points. However, this is not likely to matter.

p. 111 (OF6) — Naquent is listed as a half-elf in the text, but the appendix and her number of feats indicate she's human.

p. 111 (OF9) — “**Bugbears (7)**: hp 16, 20, 13, 18, 16, 15, 20; AC 22, [touch 11, flat-footed 21](#); Longsword [+5](#) melee (1d8+2); Composite longbow [\[+2 Str\]](#) +3 ranged (1d8+2); [Climb -4, Hide -3, Move Silently -1; Weapon Focus \(longsword\)](#); 3d10 gp each; see *Monster Manual* page [27](#).”

Under **Tactics**: “..carry [heavy](#) shields...”

Under **Development**: “(Listen [+4](#))”

p. 112 (OF10) — “**Mhunaath and Yklah, Dark Nagas**: hp 58 and 64; see *Monster Manual* page [191](#).”

All nagas gained Eschew Materials as a bonus feat in v3.5. There is a “typical spells known” block in the v3.5 *Monster Manual* now, which you could consider as an alternative to the one provided in the adventure, perhaps just for one of them for diversity. Note that if they use their *potion of haste*, it does not allow extra partial actions in v3.5 (like casting two spells per round). Instead, it grants an extra attack when taking a full attack action (plus various bonuses).

p. 112 (OF11) — “**Elder Tojanida**: hp 130; [AC 26, touch 10, flat-footed 25](#); see *Monster Manual* page [244](#).”

The Elder Tojanida gained Alertness and Improved Sunder in v3.5. The effect of the *bracers* were not explicitly noted in its listing.

p. 112 (OF12) — “**Insetnorix**: Quasit; hp 30; 6 HD; see [Appendix 3](#).”

We have provided a full v3.5 stat block for Insetnorix below.

p. 112 (OF13) — “**Grinder Trap**: CR [9](#); [mechanical; location trigger; repair reset](#); DC 20 Reflex save avoids; 6d6 grinding blades for each of 3 rounds; Search DC 25, Disable Device DC 26.”

The CR under v3.5 goes something like this: +1 to CR for 25-29 Search, +1 to CR for 25-29 Disable, +0 to CR for DC 16-24 save, $63 \text{ average damage} / 7 = +9$ CR. I took away a -2 ad hoc because it deals its damage over 3 rounds with opportunities to counter/avoid/heal.

p. 113 (OF14) — “**Elder Earth Elemental**: hp 225; see *Monster Manual* page [97](#).”

p. 113 (OF17) — “...doses of dark reaver powder (see page [297](#) of the *Dungeon Master's Guide*).”

p. 114 (OF19) — “**Human Warrior Skeletons (2)**: hp 5, 6; see *Monster Manual* page [226](#).”

Strike this sentence: “He can be assumed to have always cast *bull's strength* and *endurance*. These spells now have minute per level duration instead of hour per level. They are now only pre-combat options.

p. 115 (OF20) — “**Flesh Golems (2)**: hp [79, 83](#); see *Monster Manual* page [135](#).”

DR for a flesh golem is now 5/adamantine in v3.5. Its immunity to magic is now only for those effects that allow spell resistance and the immunity to supernatural abilities has been dropped. They also gain +30 hp for being Large constructs.

p. 118 (OF23) — “Hounds of Darkness (treat as shadow mastiffs) (2): hp 28, 35; see Monster Manual page 222.”

p. 120 (OF28) — “Tentacle Trap (EL 7)”

The effect here is nearly identical to *Evard's black tentacles*. The spell has changed significantly for v3.5, leading to this suggestion for the trap now.

“...a greater glyph of warding summons a [field of](#) tentacles of black energy up from beneath the glass. Attacking with surprise and a +5 bonus on initiative, the tentacles [make grappling attacks against anyone in the room](#) at a +10 attack bonus, [treated as a Large creature](#) with a strength score of 19. [Thus, the grapple check modifier is +18. Once the tentacles grapple an opponent they may make a grapple check each round on their turn to deal 1d6+4 points of bludgeoning damage. The tentacles are immune to all types of damage.](#)

[Any creature that enters the room while the trap is active is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may only move at half normal speed.](#)

Tentacle Glyph: CR 7; +18 grapple, anything in the room (1d6+4); Search (DC 31); Disable Device (DC 31)”

One thing to note is that the original had not implicitly factored in the strength bonus. Also, the v3.5 spell calls for a grapple check by the victims every round, but doesn't mention whether a touch attack to grab is needed as well. If you add this requirement, the touch attack to grab the target is made at +13 as the tentacles are treated as Large.

I have updated the challenge rating to 7. This is based off of the CR for traps which note CR is highest spell used (*greater glyph of warding*) +1. Due to the fact that this trap is permanent this is probably an OK estimate. I would say a *dispel magic* versus caster level 10 (the assumed caster level) would suppress them.

p. 121 (OF30) — “Spectre: hp 45; see Monster Manual page 232.”

“**Glyphs of warding** (4): CR 4; 5-ft. burst of cold (5d8); Reflex save DC 19 half; Search (DC 28); Disable Device (DC 28)”

“... two potions of [protection from energy](#) (fire and acid) ... a masterwork [heavy steel](#) shield...”

The traps in this room are now CR 4 rather than CR 3, but as the EL was rounded to 9, this doesn't effect the rooms EL.

p. 122 (OF32) — “When something is placed in the right-hand circle...”

“**Reunoux:** Azer; hp 11; see Monster Manual page 21.”

Azers now come default with scale mail. Reunoux likely doesn't have this being imprisoned, so his normal AC is 19 and flat-footed AC is 18.

“**Troll:** hp 70; see Monster Manual page 247.”

Trolls have the following changes: +5 natural armor (previously +7), space 10, lowlight vision, Spot +6 (previously +5, they have apparently one more skill point), and Track.

“**Maluccus:** Lammasu; hp 60; see Monster Manual page 165. He has these spells prepared (6/6/5/4/2; [base DC = 13 + spell level](#)):

0-create water, detect magic light, mending, purify food and drink, resistance; 1st-bless, comprehend languages, cure light wounds*, doom, endure elements, [hide from undead](#); 2nd-aid*, bear's endurance, bull's strength, consecrate, hold person; 3rd-cure serious wounds*, dispel magic, invisibility purge, searing light; 4th-holy smite*, neutralize poison.

*Domain spell. [Deity](#): - Domains: Good (casts Good spells at 8th level); Healing (casts Healing spells at 8th level).”

Lammasu's gain AC and Dex in v3.5, but loose two major feats, Flyby Attack and Combat Casting. Pounce and Rake have changed to be more useful for clawed quadrupeds in v3.5, requiring only a charge anytime during the combat.

p. 122 (OF33) — “Large Fire Elemental: hp 60; see Monster Manual page 98.

Large Earth Elemental: hp 68; see Monster Manual page 98.

Large Water Elemental: hp 68; see Monster Manual page 98.

Large Air Elemental: hp 60; see *Monster Manual* page 95.”

p. 123 (OF35) — “**Orc:** hp 3; AC 10 (no armor or weapons); see *Monster Manual* page 203.”

v3.5 orcs are now 1st level warriors by default. They have a few stat and equipment tweaks from the v3.0 version.

p. 123 (OF36) — “**Invisible Stalkers (2):** hp 60, 49; see *Monster Manual* page 160.”

p. 123 (OF37) — “**Ogres (6):** hp 31, 28, 29, 33, 31, 30; AC 21, flat-footed 21 (full plate); Large greatsword +8 melee (3d6+7); Weapon focus (greatsword instead of greatclub); 3d10 gp each; see *Monster Manual* page 199.”

Ogres now have Toughness, so the hp here have been bumped up. The Large greatsword does 3d6 in v3.5. The text has these ogres at +9 melee. Perhaps they were meant to have masterworked greatswords. Also, ogres now occupy a 10' square in v3.5. The room could prove to be a bit small for effective tactics. Note that there is plenty of room to the west to expand it though, if you wish.

p. 123 (OF38) — “[EL 7](#)”

The gem here is not described at all. Our suggestion is to make it a magically imbued black star sapphire (hardness 10, hp 30). It is set into a recessed hole in the floor. If taken outside the Fanes it loses its magic enchantment (and will no longer detect as such), although it is still worth a market price of 2,000 gp. Within the Fanes, it has a strong transmutation aura.

“**Succubus:** hp 30; see *Monster Manual* page 47.”

The number of spell-like abilities of a succubus has been reduced in v3.5, and their CR was reduced from 9 to 7. One of the spell-like abilities removed is *unholy blight*, mentioned in the **Tactics** section. This makes her even less useful as a straightforward combatant.

There is no details about the clones or their strength or frailty. As inanimate objects, assuming they have no natural armor, the cloned bodies have an AC of 3, but note the special rules under “Smashing an Object” of the *Player’s Handbook*, pg. 165. They can be considered to have 5 hp each, if needed. If treated as plate armor, the cocoons have a hardness of 10 and 35 hp.

p. 123 (OF39) — “**Fiendish Dire Lions (4):** Large magical beast (augmented animal, extraplanar); CR 7; hp 71, 58, 60, 50; Smite good (1/day +8 damage); Darkvision 60 ft., Spell resistance 13; Cold and Fire resistance (10); Damage reduction 5/magic; Natural weapons considered magical for overcoming DR; Int 3; see *Monster Manual* page 63.”

Pounce and Rake have changed to be more useful for clawed quadrupeds in v3.5, requiring only a charge anytime during the combat. Dire lions gained Alertness, Run, and Weapon Focus (claws) in v3.5.

“**Development:** The ogres in area 37 retreat here if they need help. If sounds of fighting come from anywhere in area 37 to 42 (Ukemil Listen +11, lions +7), Ukemil leads his lions into battle after preparing himself with spells.”

p. 124 (OF40) — “[EL 6](#)”

“**Posion Needle Trap:** CR 6; Fortitude save (DC 24) resists, 1d6 Str/[2d6](#) Str; Search (DC 25); Disable Device (DC 25);

“**Treasure:** The chest contains clothing and gear as well as 123 gp, *unguent of timelessness*, and a scroll with the following spells *detect good, augury, and protection from energy*.”

p. 125 (OF41) — “**Varachan:** Male [human](#) Clr 12 (no spells); hp 80; see Appendix 3.”

Varachan is listed in the original text as “Male elf Clr12”. His original stat block in Appendix 3 lists him as “Male human Clr12”. He has six feats listed, which suggests he is a human (1 for beginning 1st level character, bonus feats at 3rd, 6th, 9th, 12th levels, and 1 bonus feat for human).

“**Greater glyph of warding:** CR 7; 5-ft. burst of sonic energy (6d8); Reflex save DC 20 half; Search (DC 31); Disable Device (DC 31).”

Even though the CR on the *glyph of warding* has gone up it does not effect the EL of this room (which should just be treated as a plot EL anyway, if you award them. A party should NOT be awarded XP for killing Varachan!)

Under **Treasure**, the final scroll should read: “raise dead, *greater dispel magic*, heal, and restoration.”

With v3.5, there is now a Will save (base DC 16; see *scrying*) on his *crystal ball* (rather than the v3.0 Scry skill check) as described in the sidebar **Running Varachan** on page 125. This may make his scrying a bit more noticeable and harder for him. The *detect thoughts* ability of the device has a Will save DC 13.

p. 126 (OF43) — See Appendix 1 below for a v3.5 conversion of the grell.

p. 126 (OF45) — “**Magmins (6)**: hp 9, 10, 8, 13, 14, 7; see *Monster Manual* page 179.”

p. 126 (OF47) — “[EL 11](#)”

“**Barbed Devil (Hamatula)**: hp [130](#); see *Monster Manual* page 51.

Tactics: If he knows foes are near, *he uses scorching ray to set the bits of furniture alight*. He creates a *major image* of a pit fiend within that fire. If attacked, *he eagerly fight with his claws, trying to impale his opponents. He uses hold person to immobilize those who avoid his hug attacks.*”

The horned devil (cornugon) rose to CR 16 from CR 10 in v3.5. Vastly overpowered for the typical party at this point, we’ve substituted a barbed devil (hamatula) here (CR 11), raising the room to EL 11 as well. The tactics are a hybrid of the original tactics and the tactics from the SRD for this devil. A bone devil (osyluth; CR 9) would also be a good replacement here for a slightly easier encounter.

p. 126 (OF48) — “**Tactics:** Despite their chaotic nature these two work very well together. Dirass always has *mage armor* cast on himself.

*If given time to prepare (+4 Listen) Maracula will cast *magic vestment, freedom of movement, and bull's strength* on herself, and *bear's endurance* on Dirass, while Dirass will cast *cat's grace* and *shield* on himself.*

Dirass with *mage armor, bear's endurance, cat's grace, and shield*: hp 57; AC 26 (touch 16, flatfooted 20); Atk +11 ranged; Fort +7, Ref +10; Dex 22, Con 17; Concentration +16, Hide +6, Move Silently +9.

Maracula with *magic vestment, freedom of movement, and bull's strength*: AC 23 (touch 12, flat-footed 21); Atk +10 melee (1d8+3, masterwork heavy mace); Full Atk +10/+4 melee (1d8+3, masterwork heavy mace); Str 16.

Preparing for battle Maracula casts *divine favor* (Atk +13 melee (1d8+6, masterwork heavy mace); Full Atk +13/+7 melee (1d8+6, masterwork heavy mace)) while Dirass casts *improved invisibility, levitate* and *nondetection*.

*Due to their slight fear of the devil next door, they are just as likely to run away if they hear fighting going on there as they are to help. In that circumstance, they would leave the defensive spellcasting (*bull's strength*, etc) until they have regrouped as stated in [Development](#).*

The **Tactics** here needed to be changed quite a bit because of the v3.5 changes to many of the buffing spells. In addition, Dirass cannot cast *vampiric touch* and therefore would never close to combat range, and Maracula cannot *levitate* so would not be able to go up to heal Dirass (although he could come down to her or she could use her *potion of fly*). If things turn for the worse, Dirass is most likely to use either his *dimension door* or *passwall* scroll to get them out of there.

CHAPTER 6: THE INNER FANE

*p. 127 — “**Dark Wights (8 HD) (8)**: hp [50, 46, 61, 47, 52, 60, 44, 66](#); see [Appendix 3](#).”*

aid does not normally work on undead so the hp addition has been removed here. Add +14 to the values above if you want to include the affect. Also, see the notes of the dark wight entry in Appendix 3 below.

p. 127 — As a part of the original errata for the adventure, we included a stat block of the door as a construct creature. That version has been updated for v3.5 in our Appendix 3 below.

Note that the door is not evil and does not benefit from the pervasive *unhallow*, thus an extra 10% XP bonus for defeating the door is probably unnecessary.

p. 129 (IFL1) — “A wrought-iron staircase climbs up the [western](#) portion of the tower...”

“**Half-Dragon Half-Tyrannosauruses (2)**: hp [204, 209](#) ([+14](#) from *aid* from *unhallow* already figured in); see Appendix 3.”

p. 129 (IFL2) — “**Tychon**: Male human Clr9/Doomdreamer2; hp [66](#) ([+14](#) from *aid* from *unhallow* already figured in); see Appendix 3.”

“**Trap (EL 2)** ... *Greater Glyph of Warding*: CR [2](#); 5-ft. burst of fire energy (5d8 points of fire damage); Reflex save [DC 23](#) half; Search (DC 31); Disable Device (DC 31).”

The DC of the reflex save already one off when we assume that Tychon placed the spell himself.

p. 130 (IFL2) — **Lump of Dream Matter**: This item is incredibly powerful in 3.5 since the examples given in the scenario talk about **adamantine** locks. Any PC would love to get their hands on an object that can form itself into a silver, adamantine, or cold iron weapon by concentrating on it. My advice would be to rule away the ability of the stone to change into any special material as well. Remember that in v3.0 this hardly mattered, so that by keeping it as is, it is more powerful now.

p. 130 (IFL3) — “(EL [2](#))”

“**Vrock**: hp [129](#) ([+14](#) from *aid* from *unhallow* already figured in); see *Monster Manual* page [48](#).”

Do not forget to add +1 morale bonus to attack rolls the vrock gains due to the *aid* spell. If the PCs are good aligned, one should also not forget the benefits of the *protection from good*.

The vrock in v3.5 differs slightly from the vrock in v3.0. In any event, it is CR 9, meaning that this officially has become an easier encounter. In reality, considering the differences between the two versions, I think it has become more difficult. If you really want an EL 13 encounter, you could advance it by adding 8 cleric levels (none associated class, hence only 1/2 CR) or 4 levels of fighters (assuming the vrock is a fighter type monster). Advancing it by 6 HD increases the CR to 13 (+3 for HD, +1 for size increase). Finally, you could also decide to 4 vrocks instead. That though would make little sense considering the description of the area in the adventure.

p. 130 (IFL4/5) — “Using a powerful elixir known as *dreamstep* (found on level [2](#)), ...”

“**Night Hags (2)**: hp [74, 90](#) ([+14](#) from *aid* from *unhallow* already figured in); see *Monster Manual* page [193](#).”

Do not forget to add +1 morale bonus to attack rolls that the night hags gains due to the *aid* spell. The hit point benefit has been included in the numbers above. If the PCs are good aligned, one should also not forget the benefits of the *protection from good*.

Unlike the vrock, the night hag CR remained the same in v3.5. They did increase their Con though, so they have significantly higher hit points than given in the adventure.

p. 131 (IFL6) — “**Human Warrior Skeleton**: hp 12; +10 turn resistance; Int 8, see *Monster Manual* page [226](#).”

Skeletons are now generated from a template, not just a size. This one uses the default human warrior skeleton.

p. 131 (IFL7) — After eating the fruit the voice says: “[Blessed](#) slave...”

p. 132 (IFL8) — “1. Outer Chamber (EL [2](#))”

“**Symbol of Insanity**: CR [9](#); 60-ft radius affects [all within the area and remains active for 190 minutes after being set off](#); ...”

Assuming The First set the *symbol*, and that he made use of his *bead of karma*, the duration is as per a 19th level caster. The CR is also up by 1 in v3.5.

“**The First**: Male human Clr10/Doomdreamer 5; hp [142](#) ([+14](#) from *aid* from *unhallow* already figured in); see Appendix 3.”

Remove the sentence beginning with: “Then, he drinks his *potion of haste* with the plan...”

“Ahead of time, he casts [bear's endurance](#), giving him...”

There is no maximizing of the stat enhancing spells in v3.5 since the bonus is static. He gains +4 Con now instead of +5, but the effect is the same on his bonuses so the rest of the adventure text still applies.

“If he casts all the above spells, his AC becomes 34: he gains an additional [+3](#) deflection bonus (from [shield of faith, which gives a +5, but does not](#) stack with his existing +2 bonus) and an additional [+2](#) enhancement bonus to his AC (from [magic vestment](#)).”

“**Symbol of Death:** CR [2](#); ...”

Assuming The First set the *symbol*, and that he made use of his *bead of karma*, the duration is as per a 19th level caster, 190 minutes. The CR is also up by 1 in v3.5.

“**Greater Glyph of Warding:** CR [2](#); 15-ft. burst of *blindness* (as spell); ...”

p. 133 (IFL8) — “**The Third:** [Female](#) half-air elemental Clr8/Doomdreamer 5; hp [143 \(+14](#) from *aid* from *unhallow* already figured in); see Appendix 3.”

“...with her *forbiddance* spell helping her. She [frequently will take the time to cast bull's strength and bear's endurance, given the opportunity, along with divine power, magic vestment...](#)”

“... defensive spells such as *protection from energy* or *spell resistance*. ”

Under **Treasure**, a potion of *cure critical wounds* is not valid (potions can only be created from 3rd level or lower). Replace the two listed with four of *cure serious wounds*.

p. 135 (IFL9) — See our Appendix 3 for a v3.5 advanced version of the violet fungus.

p. 135 (IFSL1) — “**Yrthuk Innar:** Male half-earth elemental Ftr10; hp [111 \(+14](#) from *aid* from *unhallow* already figured in); see Appendix 3.”

“**Jear:** Female orc; hp 5 (currently 1); AL N; see *Monster Manual* page [203](#). ”

v3.5 orcs are now 1st level warriors by default. They have a few stat and equipment tweaks from the v3.0 version.

p. 136 (IFSL2) — “**Stone Golem:** hp [140](#); see *Monster Manual* page [136](#). ”

Constructs gain extra hp due to their type and size in v3.5. The stone golem gets +30.

p. 136 (IFSL5) — “**Quasits:** hp [27, 26, 24, 28 \(+14](#) from *aid* from *unhallow* already figured in); see *Monster Manual* page [46](#). ”

CHAPTER 7: RECOVERED TEMPLE

More so than other areas of the adventure, a copy of the original ToEE might enhance your experience as a DM here. Monte is very true to much of the original, but there are some details left out that you can recover from the original, including extra insight about rooms and how some of the secret elements explicitly work. At the time of this writing, you can purchase a scanned version of the original adventure at [svgames.com](#).

p. 137 — Under **Enemies from Nulb:**

“...with a few scrolls of *protection from energy*. ”

p. 137 — Under **The Other Nodes and Princes:**

“...see Monsters by Type (and Subtype), pages [4-5](#) of the *Monster Manual*. ”

p. 138 — Under **Outer Entrance:**

“...considerable activity near the well, and tracking ([Survival](#) DC 15) can ascertain...”

“Watcher (EL 2)”

“...halfling in the nearby woods (Hide +[10](#)), watching...”

“**Succubus:** hp 33; see *Monster Manual* page [47](#). ”

Under Secret Tunnel:

There is a minor general change needed to this section if you want the text to match the original *ToEE*: “It descends slowly as it now gradually veers to the [east](#), continuing ... From the cave, the passage curves and twists to the [southeast](#), ...”

See the comments in OT2D above as well.

p. 139 (RT2) — “**Ogre War4 (4)** hp [53, 55, 61, 62](#); see Appendix 3.”

“**Trond:** Male ogre Bbn6; hp [87](#); see Appendix 3.”

The two sentences about the secret door belong to RT3 below, not this room.

p. 139 (RT3) — “**Ogre War4 (4)** hp [55, 58, 63, 72](#); see Appendix 3.”

There is no DC given for the second secret door into RT4. Another Search DC 25 would be good.

p. 139 (RT5) — “**Greater Earth Elemental:** hp 200; see *Monster Manual* page [98](#).

Stone Giant: hp 118; see *Monster Manual* page [124](#). ”

Elementals no longer have iterative attacks, but have simply 2 slams in v3.5.

The eastern portion of the room is completely open to the passage, unlike the dark line on the map suggests.

p. 139 (RT7) — “**Hobgoblins (10):** hp 4 each; AC 11, no armor or weapons; see *Monster Manual* page [153](#). ”

p. 140 (RT8) — “**Ogres (6)** hp [27, 28, 29, 29, 30, 31](#); see *Monster Manual* page [198](#). ”

“...alerted by the horn (see area [3](#)). ”

In *ToEE* the passage between 8 and 9 has a secret door at both ends. With all the destruction here now, it may have lost the western one. In any case, no Search DC is given. A 25 is typical of the rooms down here.

p. 140 (RT9) — “**Stone Giants (1 or 2)** hp 119 each; see *Monster Manual* page [124](#). ”

Giants can only throw one rock per round in v3.5. The stone giants’ greatclubs do slightly more damage under the new v3.5 weapon sizing rules.

Under **Tactics** it mentions that those near Dein are ‘tainted’ with evil as if they gain the Evil subtype. But in v3.5 Dein himself doesn’t acquire this subtype, so use the comment as you wish.

p. 140 (RT10) — “...if need be. Using his +1 [Large](#) greatsword, he wades into...”

p. 140 (RT13) — “**Kex, Beholder** hp 70; AC 22; see *Monster Manual* page [25](#). ”

p. 142 (RT15) — “...hallway to the north, uses her scroll of [greater invisibility](#) (remember to make a caster...”

“[Dugart always has magic vestment cast on himself. If he has time to prepare, he casts bull's strength, endurance, freedom of movement, greater magic weapon...](#)”

“...relying on [word of recall](#) to get away if really hurt.”

“**Fire Trap:** ... Reflex save DC [18](#) half; ...”

Falrinth has an Int mod of +4.

“...dagger (worth 300 gp), a scroll of *disguise self*, and a pouch containing...”

p. 143 (RT16) — Strike the phrase "He always has *endurance* and *cat's grace* cast on himself." These need to be cast shortly before an encounter instead now.

“...enjoys fighting while under the effects of *greater invisibility*, and he prepares...”

“If Smigmal is a potential target of the *former*, he might switch...”

Note that *baste* is no longer beneficial to spellcasting in v3.5 as it was in v3.0. It only extends a full attack action.

“**Fire Trap:** ... Reflex save DC 18 half; ...”

The stats on the other traps in this room (and others) suggest Falrinth himself has set them, so the DC should be $10 + 4 (\text{SL}) + 4 (\text{Int})$.

“**Maximized Explosive Runes:** CR 6; *force* explosion in 10-ft. radius (36 points of *force* damage); ...”

The *Sepia Snake Sigil* has “n/a” listed for its Search and Disable in the text. However, the revised *DMG* has the standard 28 listed for both in the listing of example traps, suggesting a rogue can find and disable this kind of trap. The spell itself in the revised *PHB* does not have the standard entry for trap spells noting the Search and Disable DCs, which is probably the correct interpretation.

p. 143 (RT17) — “**Hobgoblins (10):** hp 4 each; AC 11, no armor or weapons; see *Monster Manual* page 153.
Ogre hp 29; see *Monster Manual* page 198.”

p. 143 (RT18) — “(EL 14)”

“**Ropers (2)** hp 109, 123; see *Monster Manual* page 215.”

Ropers have a much larger bite attack bonus in v3.5. Their cold resistance drops to 10, but their SR is now 30. Attacking one of their strands has explicit sunder rules now. Also, the roper can generate a new strand as a free action, if one is sundered. Their CR is now 12, driving up the EL of this area to 14 for the pair.

Under **Development**: “...by casting *protection from energy* (fire) to cope with their vulnerability.”

p. 143 (RT19) — “**Iron Golem:** hp 129; see *Monster Manual* page 136.”

All constructs gain bonus hp based on their size. The iron golems here gain 30. Their poison no longer causes death as a secondary effect, but Con 3d4. The DC is higher, however at 19. Their immunity to magic is more explicitly stated by saying they are immune to anything that allows SR.

p. 144 (RT20) — “**Glyph of Warding:** CR 4...”

“**Greater Glyph of Warding:** CR 7...”

In *Trunk 4*: “...box containing 34 tindertwigs, *potion eagle's splendor*, *elixir of vision*, and *remove disease*; ...”

Many of the *glyph* stats match the owner of each trunk but some do not. If you'd like them to match more closely:

“*Trunk 1:* (Fire glyph, 3d8 fire damage, Reflex half DC 19) ...”

“*Trunk 2:* (Cold greater glyph, 6d8 cold damage, Reflex half DC 24) ...”

“*Trunk 3:* (Blindness glyph, Fortitude negates DC 20)...”

“*Trunk 4:* (Sonic greater glyph, 6d8 sonic damage, Reflex half DC 22)...”

“*Trunk 5:* (Acid greater glyph, 6d8 acid damage, Reflex half DC 19)...”

Maliskra isn't high enough level to cast *greater glyph* herself (*Trunk 5*). I've assumed it's from a scroll. You can adopt any of the other doomdreamer DCs if you'd rather they have cast it for her, or drop the greater part down to 3d8 acid, DC 18, which she

can do herself.

p. 144 (RT20A) — “*Glyph of Warding*: CR 4; 5-ft. burst of acid (3d8 acid damage); Reflex save DC 21 half; ...”

I've assumed The Second has cast this *glyph*.

“**Skum (2)**: hp 10, 14; see *Monster Manual* page 228.”

“...crystal vials (each worth 50 gp) that hold *elixirs of truth* and *potions of poison*, and a watertight...”

p. 145 (RT22) — “**Hobgoblins (10)**: hp 4 each; AC 11, no armor or weapons; see *Monster Manual* page 153.
Ogres (2) hp 29, 31; see *Monster Manual* page 198.”

p. 145 (RT23) — “**Ogre Ftr6 (7)** hp 43, 58, 51, 43, 56, 35, 45; see Appendix 3.”

p. 145 (RT24) — “(EL 10 or 12)”

“**Rakshasa**: hp 52; see *Monster Manual* page 211.”

Under *Spells Known*:

“1st—*animate rope*, *mage armor*, *magic missile*, *shield*, *silent image*;”

Under **Tactics**: Strike the phrase "...the rakshasas lower their own spell immunity and...".

“Remember that since rakshasas *have a high spell resistance*, *detect magic*, *detect evil*, and *discern lies* have *little* chance to reveal their deception.”

“Since it *has high spell resistance* to such effects, a rakshasa has *fewer* qualms about detonating a fireball with itself in the middle of the blast.”

In v3.5, they are no longer immune to spells, but have SR 27. They are also no longer instantly killed by a blessed crossbow bolt although their DR is now 15/good and piercing, requiring both for bypassing the DR completely. They do not cast 1st level cleric spells as arcane anymore, requiring the slight change to their spell list above. Finally, their CR has been increased by one to 10, increasing the EL of these rooms as well.

p. 146 (RT25) — “**Hound Archon**: hp 38; see *Monster Manual* page 16.”

p. 146 (RT27) — “**Purple Worm**: hp 220; see *Monster Manual* page 211.”

Everyone's favorite purple people-eater gains higher attack bonuses in v3.5. The save DC for its poison is slightly higher as well. Magical beasts gain feats in v3.5 like every creature, so the worm is outfitted with a nice collection of them including the new Awesome Blow that can knock back opponents while doing damage.

p. 146 (RT28) — “Estalion has already cast *displacement* and *bear's endurance* on both of them...”

“**Strength**: 31 (+6 from *divine power*, +8 from *righteous might*, +2 from *rage*).
Constitution: 24 (+4 from *bear's endurance*, +2 from *rage*, +4 from *righteous might*).
Hit Points: 165 (+60 from Con increase, +12...)

AC: 35 (+4 from *shield of faith*, +3 from *magic vestment*, +3 from *righteous might*, +4 natural, -1 size).
Attacks: +29/+24/+19 (12th-level fighter progression from *divine power*, +1 from *aid*, +4 from *divine favor*, +8 from Str increase, +3 from *greater magic weapon*...
Damage: 2d6+17 (increased weapon size from *righteous might*, +4 from *divine favor*, +8 from Str increase...”

p. 147 (RT29) — “The *unhallow* spell also continually grants all evil beings protection from fire, as *protection from energy*...”

“**Ogre**: hp 29; 50% miss chance in combat due to blindness; see *Monster Manual* page 198.”

p. 149 (RT30) — Whether *aid* is included in The Second and its elemental's hp or not is not mentioned. Assuming it is not included and that the elemental is evil aligned,

“The Second: Aboleth Crl7/Dommdreamer1; hp [175](#); see Appendix 3”.

“Large Water Elemental: hp [81](#); see *Monster Manual* page [98](#).”

Elementals no longer have iterative attacks, but have simply 2 slams in v3.5.

“(The heat does not bother it, because of its [ring of fire elemental command](#)...”

Note that this *ring* is quite powerful. It appears that Monte increased The Second’s CR by one to account for this substantial trinket, but there is no mention of it explicitly in the text elsewhere. A *minor ring of fire resistance* would be more “normal” for The Second to have, but it seems to be an intentional inclusion.

Under **Treasure:** “...seven scrolls of *protection from energy*...” The energy type is not specified until casting a scroll.

CHAPTER 8: THE FIRE NODE

p. 151 (FN1) — “In addition to wielding a +3 [Large longspear](#), it wears...”

“Salamander Noble: hp 115; see *Monster Manual* page [218](#).”

Although the noble salamander in v.3.5 has not substantially changed, there are numerous errors in the first printing of the *Monster Manual* for the whole group of salamanders. For the nobles, the (Large) longspear damage should be 2d6, not 1d8, and the skills for all the salamanders are not right. The nobles, for example have only spent about 84 out of their possible 198. There is no official errata for the *Monster Manual* at the time of this writing.

Disregard the last sentence of the salamander noble's tactics. *baste* only grants extra attacks on a full attack action in v3.5.

p. 151 (FN2) — “**Bodaks (2):** hp 56, 59; +2 greatsword, +8 melee, damage 2d6+3; see *Monster Manual* page [28](#).”

In v3.5, Bodaks have a substantially improved AC, up to 20 from 15. Their energy resistance is halved, however. They no longer suffer negative combat effects from any flashbacks. They have gained Alertness.

The attack bonus in the line above is likely not technically right. With a BAB of +4 and a Str bonus of +1, the maximum bonus should only be +7, not +8. However, the bodaks are not innately proficient with the the greatsword either, which should officially reduce their attack bonus to +3. Trading Alertness and Weapon Focus (slam) could bring this back up to +8 with Martial Weapon Proficiency and Weapon Focus (greatsword).

p. 151 (FN2) — In the **Sidebar:** “...unprotected flammable clothing catch fire (see page [303](#) in the *Dungeon Master’s Guide*)...”

p. 152 (FN3) — “**Fire Giants (2):** hp 130, 159; see *Monster Manual* page [121](#).

The fire giants’ greatsword damage moves from 2d8 to 3d6 with the new v3.5 weapon size rules. They can only throw one rock per round in v3.5.

“...while the other flips over the table and hurls rocks from behind it ([gaining cover](#)).”

p. 152 (FN4) — “**Greater Fire Elementals (Evil) (3):** hp 171, 178, 190; see *Monster Manual* page [98](#).”

Elementals no longer have iterative attacks, but have simply 2 slams in v3.5.

p. 152 (FN5) — “**Average Salamanders (6):** hp 33, 34, 38, 39, 40, 44; see *Monster Manual* page [218](#).”

As with the nobles in FN1 above, the average salamander has errors in the v3.5 statblocks. In particular, it appears to only have spent 58 of a possible 120 skill points.

p. 152 (FN7) — “**Efreet (2):** hp 60, 62; see *Monster Manual* page [115](#).”

The efreet gain a change size special ability in v3.5. Their scorching ray spell-like ability has been quickened with the feat as well.

“Trapdoor Pit: CR [13](#); ...”

p. 152 (FN8) — “(EL [13](#))”

“**Glabrezu:** hp 80; see *Monster Manual* page [43](#). ”

Like some of the other demons and devils, the Glabrezu gains noticeable HD, abilities, attack bonuses, damage, and skills while the CR decreases in v3.5. Here, the CR drops to 13. They also loose their ability to *detect magic* at will.

p. 153 (FN9) — “This 50-foot-tall creature is a red, flaming mass, humanoid-shaped but almost featureless except for eyes that burn white-hot. He wields a [Gargantuan +2 flaming greatsword](#) studded with rubies...”

“...leave his side. She casts [bear's endurance, bull's strength, and shield of faith](#) on herself if she has an opportunity to prepare, or else right before battle.”

p. 154 — Under **Further Encounters:**

“Six fire mephits (EL 8); see *Monster Manual* page [184](#).

Seven steam mephits (EL 8); see *Monster Manual* page [184](#).

Six magma mephits (EL 8); see *Monster Manual* page [184](#).

Eight rasts (EL 11); see *Monster Manual* page [213](#).

Pyrohydra with eleven heads (EL 12); see *Monster Manual* page [156](#).

Red dragon, young adult (EL 12); see *Monster Manual* page [75](#) (or use statistics...”

APPENDIX 1: NEW MAGIC ITEMS AND MONSTERS

p. 154 — Phylactery of Change: “... can invoke a [polymorph](#) effect ...” Add “Weight: —” to the end of the entry.

p. 155 — Rod of Force: The force blade effect is only 3', not 30'.

endure elements has been radically changed in v3.5 and no longer protects against energy damage. Instead, use these replacement phrases for the elemental swords:

Sword of Air: “...the wielder gains [resistance to electricity 5](#).”

Sword of Earth: “...the wielder gains [resistance to acid 5](#).”

Sword of Fire: “...the wielder gains [resistance to fire 5](#).”

Sword of Water: “...the wielder gains [resistance to cold 5](#).”

New Monsters

Blade Spirit: Medium undead (incorporeal); HD 9d12; hp 58; Init +8; Spd 40 ft., fly 80 ft. (good); AC 16, touch 16, flat-footed 14; [Base Atk +4; Grp -;](#) Atk +8 melee (1d4, incorporeal touch); Full Atk +8 melee (1d4, incorporeal touch); SA Animate weapons; SQ [Darkvision 60 ft.](#), +2 turn resistance, undead traits, incorporeal; AL LE; SV Fort +3, Ref +7, Will +8; Str --, Dex 18, Con --, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +16, [Intimidate +14, Listen +16, Search +14, Spot +16, Survival +14](#); Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative.

Animate Weapons (Sp): A blade spirit can animate up to six slashing weapons, and it is always encountered with 1d6+1 such weapons of masterwork quality. These fully corporeal weapons can move up to 15 feet away from the spirit, attacking with a +11 bonus.

Weapon Domination (Sp): As a standard action, a blade spirit can dominate nearby slashing weapons. Any character holding a slashing weapon within 20 feet of the blade spirit must make a Will save (DC 16) or make an attack upon himself or herself with that weapon (this doesn't count against the character's normal number of attacks).

Weapon Immunity: A blade spirit is immune to all damage inflicted by slashing weapons, no matter how magical, although associated damage is inflicted normally (for example, the 1d6 points of fire damage from a flaming sword).

Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, diseases, [and death effects](#). Not subject to critical hits, [non-lethal](#) damage, ability drain, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, magic weapons and [spells, spell-like abilities or supernatural abilities](#), with a 50% chance to ignore any damage from a corporeal source. [Can pass through 5 feet wide solid objects](#) at will, and own attacks pass through armor. A blade spirit always moves silently.

[Typical location in area 96 \(page 68\).](#)

Because creatures gain feats the same way like players, the blade spirit loses one feat. I deleted Alertness, because he gains additional skill points that compensates for the loss.

Also Intuit Direction is deleted in v3.5.

Burning Skeleton: Medium undead; HD 5d12; hp 32; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; [Base Atk +2; Grp +3; Atk](#)

+4 melee (1d6+1 plus 1d6 fire, slam); [Full Atk +4 melee \(1d6+1 plus 1d6 fire, slam\)](#); SA Fire; SQ [Damage reduction 5/bludgeoning](#), immune to fire/cold, undead [traits](#); AL CE; SV Fort +1, Ref +3, Will +5; Str 12, Dex 14, Con --, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +5, Hide +9, Listen +9, Move Silently +10, Search +7, Spot +9; Alertness, [Weapon Finesse](#).

Immunities (Ex): Burning skeletons are immune to cold and fire. Because they lack flesh or internal organs, [they have damage reduction 5/bludgeoning](#).

Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, diseases, [and death effects](#). Not subject to critical hits, nonlethal damage, ability drain, energy drain, or death from massive damage.

[Typically found in area 121A. \(page 77\)](#)

Giant Frog: Medium magical beast; HD 3d10+12; hp [31](#); Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; [Base Atk +3; Grp +7](#); Atk [+7](#) melee (2d6+6, bite) or [+3](#) melee (grapple, tongue) and [+3](#) melee (2d6+2, bite); Full Atk [+7](#) melee (2d6+6, bite) or [+3](#) melee (grapple, tongue) and [+3](#) melee (2d6+2, bite); Space/Reach 5 ft./5 ft. (10 ft. with tongue); SA Improved grab, swallow whole; SQ Darkvision 60 ft.; AL N; SV Fort +7, Ref +3, Will +0; Str 18, Dex 11, Con 18, Int 2, Wis 9, Cha 6.

Skills and Feats: Hide +4, [Listen +1](#); Spot [+3; Alertness](#).

[Toughness](#).

Improved Grab (Ex): [If a giant frog hits an opponent that is Medium size or smaller with a tongue attack, it attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it has the option to conduct the grapple normally, or simply use its tongue to hold the opponent \(-20 penalty on grapple check, but the giant frog is not considered grappled\). In either case, the opponent is pulled into its mouth on the same round for a bite attack.](#)

Swallow Whole (Ex): [If the giant frog begins its turn with an opponent of Small size or smaller held in its mouth, it can attempt a new grapple check \(as though attempting to pin the opponent\). If it succeeds, it swallows its prey and the opponent takes bite damage. A swallowed creature is considered to be grappled, while the giant frog is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon to deal 10 points of damage to the giant frog's interior \(AC 14\), or it can just try to escape the grapple. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth \(still grappled\), where it may be bitten or swallowed again. The giant frog can swallow only one Small creature, four Tiny creatures, sixteen Diminutive creatures, or thirty-two Fine creatures at a time.](#)

The original attack bonus for the bite appears to be off in the original text. I think it should be +7 (BAB +3 [as Ftr] +4 Str). As a magical beast, I think the giant frog should have had one feat under v3.0. All creatures have feats in v3.5 and the giant frog gets two, so it's a moot point now! I gave it Alertness (like its diminutive cousin, the normal toad) and Toughness (for no special reason; Skill Focus (Listen) might be a good option too).

The attack sequence is odd. It looks like Monte treats it as a two-weapon fighting attack, as if the frog has TWF, Ambidexterity, and is using a non-light weapon, rather than a primary/secondary natural weapon sequence. Both tongue and bite are down -4 from the +6 of the original bite attack bonus and the bite Str damage bonus looks reduced for an off-hand weapon. This breaks with the traditional need to take the full attack action to use all of one's natural weapons. I have left the same -4 decrement to keep Monte's (presumably) intent.

If you prefer to have a traditional primary/secondary sequence, it is +7 for the bite and +2 for the tongue. Remember that in v3.5 creatures with natural weapons who opt

to use their secondary attacks for a non-full attack action (or an AoO are still assessed the -5 penalty (+2 here). You will also need to decide whether the bite retains its 1-1/2 Str bonus in this case or not.

Grell: Medium aberration; HD 5d8+10; hp 32; Init +2; Spd 5 ft., fly 30 ft. (perfect); AC 16, touch 12, flat-footed 14; [Base Atk +3; Grp +20](#); Atk +4 melee (1d4+1 plus paralyzation, tentacle) or -1 melee (2d4, bite); Full Atk +4 melee (1d4+1 plus paralyzation, 10 tentacles) and -1 melee (2d4, bite); SA Improved grab, paralysis; SQ Blindsight 60 ft., flight, immune to electricity and paralysis effects, tentacle regeneration; AL NE; SV Fort +3, Ref +3, Will +4; Str 12, Dex 15, Con 14, Int 10, Wis [11](#), Cha 9.

Skills and Feats: Hide [+10](#), Listen +4, Move Silently [+10](#), Spot +4; Flyby Attack, [Stealthy](#).

Improved Grab (Ex): [If a grell hits an opponent that is Small size or smaller with a tentacle attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it has the option to conduct the grapple normally, or simply use a single tentacle to hold the opponent \(-20 penalty on grapple check, but the grell is not considered grappled\). In either case, each successful grapple check it makes during successive rounds automatically deals tentacle damage.](#)

Paralysis (Ex): [Any creature hit by a grell's tentacle](#) must make a Fortitude save (DC 14) or be paralyzed for 4 rounds.

Blindsight (Ex): A grell is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 60 feet. The grell usually does not need to make Spot or Listen checks to notice creatures within the range of its blindsight.

Flight (Ex): A grell's body is [unusually](#) buoyant. The creature continuously produces an effect like that of the *fly* spell, which it can use to move at a speed of 30 feet (perfect maneuverability). This buoyancy also grants the grell a permanent *feather fall* effect with personal range.

Tentacle Regeneration (Ex): [An opponent can attack a grell's tentacles as if they were weapons—see Sunder, in Chapter 8 of the Player's Handbook. A grell's tentacles have 10 hit points. If the grell is currently grappling a target with that tentacle, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a grell's tentacles deals damage to the creature equal to half the limb's hit points. A grell regrows severed limbs within a day.](#)

Grell are typically found in the Excavation Site (see 32C and 32G) of the Moathouse (pp. 26, 28).

Grell stats and description are from *Monster Manual II* with changes from WotC's v3.5 update booklet. Changes noted above are against the original text in the adventure.

In addition to the major clarification of the Improved Grab SA and attacking tentacles, note that the paralysis can affect anyone merely hit (not grabbed). Also, the grell's flight description lost the "magically" adverb, which was potentially confusing since extraordinary abilities are non-magical and are not subject to being *dispelled* or anti-magic fields.

Shocker: Medium Outsider ([extraplanar](#)); CR 3; HD 3d8+3 (16 hp); Init +4; Spd 5, fly 30 (perfect); AC 14 (+4 Dex; touch 14, flat-footed 10); [BAB +3; Grapple +3](#); (Full) Atk +7 melee (1d8 electricity, touch); SA Electricity; SQ [Darkvision 60 ft.](#), shocking discharge, [DR 5/-](#), fire resistance 10, cold resistance 10, immunity to mind-influencing effects, poison, paralysis, stunning and disease, not subject to critical hits, [nonlethal](#) damage, ability damage, or energy drain; Space/Reach 5/5; AL N; SV Fort +4; Ref [+9](#); Will +2; Str 10, Dex 18, Con 13, Int 10, Wis 8, Cha 8.

Skills and Feats: [Balance +6](#), [Escape Artist +10](#), Hide +10, [Intimidate +5](#), [Jump -4](#), Listen +5, Move Silently +10, Spot +5, [Tumble +12](#), [Use Rope +4 \(+6 bindings\)](#); [Lightning Reflexes](#), Weapon Finesse.

Electricity (Ex): The touch attack of a shocker inflicts 1d8 points of electrical damage. This damage is dealt to the shocker as well.

Shocking Discharge (Ex): If touched with bare flesh (including being struck in combat with a fist or claw) or a metallic weapon, the shocker delivers 1d8 points of [electrical](#) damage to the attacker. This is true whether or not the attack is capable of affecting the

shocker. The damage it inflicts is subtracted from the shocker's hit point total as well.

Subtype of extraplanar seems appropriate. They get an extra feat and lots more skill points. I chose skills I thought were appropriate, though they will likely never use them. DR 20/+2 doesn't convert well. It could be converted to 10/magic if you wish, but the immunities seemed more like an elemental being. Therefore I thought a similar DR would be more appropriate.

p. 160 — New Template: Half-elemental

Half-elementals now gain the relevant elemental subtype (Earth, Air, Fire, or Water). They do not gain any additional special qualities with this addition, however. They gain skills and feats as the base creature. They have a level adjustment of +3.

Lines 13–14 and 15–16 of the Earth spell-like abilities table should be reordered (including the abilities).

APPENDIX 2: THE WORSHIP OF THARIZDUN

p. 161 — The Madness Domain

“Madness Domain Spells

1. [Lesser confusion](#)
2. Tharizdun's touch (see below)
3. [Rage \(see v3.5 PHB\)](#)
4. Confusion
5. Bolts of bedevilment (see below)
6. Phantasmal killer
7. Insanity
8. Tharizdun's maddening scream (see below)
9. Weird”

random action has changed names in v3.5.

Although *rage* has not technically changed names, a spell with the same name now appears in the core rules. The v3.5 *Revision Update* document suggests replacing the original spell with the new one (through the *Deities and Demigods* section where the domain also exists), and we follow that recommendation here. However, be aware that although the effect of the spell is roughly the same, its intended use has changed drastically. In v3.5, *rage* is much more of a support spell than a personal buff: it has Medium range, can be cast on multiple targets, and requires concentration to maintain. This latter difference makes it nearly useless for personal combat enhancement as the version included in the adventure is. Clerics normally traveling alone would likely not find this version of the spell useful. Mechanically, there is no reason you can not use the original *rage* presented in the adventure, but you should probably be consistent: choose one or the other for the domain spell.

p. 162 — The Force Domain

Note that *wall of force* has one major change in v3.5. It can no longer be used to make a sphere or hemisphere of force. The effect must be an actual wall.

pp. 162–163 — New Prestige Class: Doomdreamer

Under **Skills**, Alchemy is now Craft (Alchemy). Scry is no longer a skill. Knowledge (arcana) might be a good replacement since it's on their prerequisite list.

The introductory text suggest non-clerics can become a doomdreamer. It is likely intended that such a character gains a level in whatever base spellcrafting class they have rather than gaining cleric spellcasting.

APPENDIX 3: NPC STATISTICS

The Town of Hommlet

Burne: Male human Wiz10; CR 10; Medium humanoid (human); HD 10d4+20; hp 46; Init +4; Spd 30 ft.; AC 14, touch 11, flat-footed 14; Base Atk +5; Grp +7; Atk +7 melee (1d4+2/19-20, dagger) or +7 melee (1d6+3, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d4+2/19-20, dagger) or +7 melee (1d6+3, quarterstaff) or +5 ranged (1d8/19-20, light crossbow); AL N; SV Fort +7, Ref +7, Will +9; Str 15, Dex 10, Con 15, Int 21, Wis 11, Cha 12.

Skills and Feats: Concentration +15, Knowledge (arcana) +18, Knowledge (history) +11, Knowledge (local) +11, Knowledge (planes) +11, Knowledge (religion) +11, Listen +3, Move Silently +3, Search +8, Sense Motive +2, Spellcraft +20, Spot +3; Brew Potion, Combat Casting, Improved Initiative, Lightning Reflexes, Maximize Spell, Scribe Scroll, Spell Mastery (*bull's strength, dispel magic, fly, lightning bolt, sleep*), Spell Penetration.

Wizard Spells Prepared: (4/6/5/4/4/3; base DC = 15 + spell level): 0- *detect magic* (2), *mage hand, read magic*; 1st- *charm person, magic missile* (3), *shield, sleep*; 2nd- *bull's strength, cat's grace, Melf's acid arrow* (2), *protection from arrows*; 3rd- *displacement, fireball, fly, lightning bolt*; 4th- *greater invisibility, ice storm, polymorph, wall of ice*; 5th- *cloudkill, dismissal, dominate person*.

Spellbook: 0- *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st- *alarm, burning hands, charm person, enlarge person, erase, expeditious retreat, feather fall, mage armor, magic missile, reduce person, shield, sleep*; 2nd- *arcane lock, bear's endurance, bull's strength, cat's grace, darkness, darkvision, detect thoughts, Melf's acid arrow, misdirection, protection from arrows, pyrotechnics, see invisibility, shatter*; 3rd- *displacement, dispel magic, fireball, fly, baste, Leomund's tiny hut, lightning bolt, magic circle against chaos, magic circle against evil, nondetection, suggestion*; 4th- *greater invisibility, ice storm, illusory wall, lesser globe of invulnerability, polymorph, scrying, summon monster IV, wall of fire, wall of ice*; 5th- *baleful polymorph, cloudkill, cone of cold, contact other plane, dismissal, dominate person*.

Possessions: Ring of protection +1, cloak of resistance +2, bracers of armor +2, amulet of natural armor +1, headband of intellect +2, wand of magic missile (7th, 38 charges), chime of opening (10 charges), potion of baste, arcane scroll of teleport.

[Burne is typically found at the Keep, area 27 \(Page 27\).](#)

Burne's skill points went down a bunch with the new rule that the *headband of intellect* doesn't add skill points. But as the errata points out, the original Burne had lots of unused skill points. Also, the *Scry* skill was dropped. I punched the numbers and found that with the new changes, Burne had 14 unspent skill point which I put in *Knowledge (arcane)* and *Knowledge (history)*.

Polymorph other was changed to *baleful polymorph* and moved to a different level, so I exchanged it with *ice storm* in the prepared spells. *Shatter* is a 2nd level spell and has been moved accordingly in Burne's spellbook.

chime of opening in v3.5 can only have a maximum of 10 charges.

Canoness Y'dey: Female human Clr10; CR 10; Medium-sized humanoid (human); HD 10d8+30; hp 70; Init +2; Spd 20 ft.; AC 25, touch 13, flat-footed 24; Base Atk +7; Grp +8; Atk +10 melee (1d8+2, heavy mace +1) or +9 ranged (1d8/19-20, light crossbow); Full Atk +10/+5 melee (1d8+2, heavy mace +1) or +9 ranged (1d8/19-20, light crossbow); SA Turn undead 4/day; AL LG; SV

Fort +10, Ref +5, Will +10; Str 13, Dex 15, Con 16, Int 12, Wis 17, Cha 13.

Skills and Feats: Concentration +12, Diplomacy +12, Heal +12, Knowledge (arcana) +9, Knowledge (religion) +9, Spellcraft +12; Brew Potion, Combat Casting, Dodge, Scribe Scroll, Weapon Focus (heavy mace).

[Turn undead: Canoness Y'dey receives a +2 to turning rolls because she has 5 ranks of knowledge \(religion\).](#)

Cleric Spells Prepared: (6/6/6/5/4/3; base DC 13 + spell level): 0- *create water, detect magic, detect poison, light, mending, purify food and drink*; 1st- *bless, comprehend languages, magic weapon, protection from chaos**, [remove fear, sanctuary](#); 2nd- *angury, bear's endurance, calm emotions**, *lesser restoration* (2), *zone of truth*; 3rd- *dispel magic, locate object, magic circle against chaos**, *remove curse, remove disease*; 4th- *discern lies, divination, order's wrath**, *restoration*; 5th- *commune, dispel chaos*, raise dead*.

* Domain spell. *Deity:* St. Cuthbert. *Domains:* Law (cast law spells at 11th level); Protection (1/day grant one target a +10 resistance bonus on one save).

Possessions: +1 heavy mace, +1 full plate, +1 heavy steel shield, ring of protection +2, potion of fire breath, potion of heroism, light crossbow, 20 bolts, 31 gp.

[Canoness Y'dey is typically found at the Church of St. Cuthbert, area 3 \(Pages 13-14\).](#)

In my copy of RttToEE, Canoness Y'dey has the spell *remove cause fear*, which I'm pretty sure was a typo. I replaced it with *remove fear*.

Chatrilon Unosh: Human Rog5/Asn1; CR 6; Medium humanoid; HD 5d5+5 plus 1d6+1; hp 27; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 17; Base Atk +3; Grp +3; Atk +7 melee (1d6+1/18-20 +1 rapier) or +6 ranged (1d6/x3, masterwork composite shortbow); Full Atk +7 melee (1d6+1/18-20 +1 rapier) or +6 ranged (1d6/x3, masterwork composite shortbow); SA sneak attack +4d6, death attack; SQ evasion, trap finding, trap sense +1, uncanny dodge; AL NE; SV Fort +2, Ref +8, Will +0; Str 11, Dex 14, Con 12, Int 16, Wis 9, Cha 12.

Skills and Feats: Balance +4, Bluff +10, Diplomacy +5, Disable Device +11, Disguise +10, Escape Artist +11, Forgery +11, Hide +11, Intimidate +3, Jump +2, Move Silently +11, Open Lock +10, Sense Motive +7, Sleight of Hand +12, Spellcraft +4, Spot +7, Tumble +11; Improved Initiative, Point Blank Shot, Weapon Focus (rapier), Weapon Finesse.

[Assassin Spells Known](#) (2; save DC 13 + spell level): 1st— *obscuring mist, disguise self*.

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+1 rounds) or kill the victim. Fort save DC 14 to resist.

Possessions: +1 rapier, masterwork studded leather, +1 buckler, potion of cure moderate wounds, arcane scroll of *undetectable alignment*, wand of invisibility (15 charges), masterwork composite shortbow, 20 arrows.

[Chatrilon is typically found in Hommlet at the Inn of the Welcome Wench, area 4 \(page 13\).](#)

Chatrilon's spellbook has been removed from his inventory as assassins are now spontaneous spell casters.

I decided on *obscuring mist* and *disguise self* for his two "spells known"—they made the most sense. Also, I had to reassign skill ranks from Innuendo (an eliminated skill) and assign points that

were mistakenly never assigned in the original stat block. I thought Sleight of Hand fit.

Chenashi: Female human Clr2; CR 2; Medium-sized humanoid (human); HD 2d8; hp 11; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, masterwork morningstar) or +0 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8+1, masterwork morningstar) or +0 ranged (1d8/19-20, light crossbow); SA Rebuke undead 5/day; SQ Insanity; AL CE; SV Fort +3, Ref -1, Will +5; Str 13, Dex 8, Con 10, Int 12, Wis 15, Cha 14.

Skills and Feats: Concentration +5, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +8, Combat Casting, Scribe Scroll.

[Rebuke undead: Chenashi receives a +2 to turning rolls because she has 5 ranks of knowledge \(religion\).](#)

Insanity (Ex): Insanity score 1. Wis 16 for bonus spells and DC's; Wis 14 for all other Wis-based checks.

Cleric Spells Prepared: (4/4; base DC 13 + spell level): 0- *detect magic, light, resistance* (2) 1st- *bane, cause fear, inflict light wounds**; shield of faith.

* Domain spell: *Deity: Tharizdun. Domains: Destruction (1/day smite, +4 attack, +2 damage); Force (1/day reroll any damage roll for a weapon, a spell, or an ability).*

Possessions: Half-plate, heavy wooden shield, light crossbow with 20 bolts, masterwork morningstar, divine scroll of *protection from elements (fire)*, 3 divine scrolls of *curse light wounds*, lesser strand of prayer beads (only has bead of blessing).

[Chenashi is typically found at the Mill, area 28 \(Pages 17-18\).](#)

In RttToEE, Chenashi is listed as a cleric of the Elder Elemental Eye, but she has destruction and force as her domains, neither of which are domains of the Elder Elemental Eye. Her master, Dunrat, is a cleric of Tharizdun, who does have the Destruction and Force domains, so I switched Chenashi to a cleric of Tharizdun as well.

Elmo: Male human Rgr6; CR 6; Medium-sized humanoid (human); HD 6d8+18; hp 44; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +6; Grp +10; Atk +12 melee (1d8+5/x3, +1 battleaxe) or +11 ranged (1d8+4/x3, masterwork mighty composite longbow [+4 Str bonus]); Full Atk +12/+7 melee (1d8+5/x3, +1 battleaxe) or +11/+6 ranged (1d8+4/x3, masterwork composite longbow [+4 Str bonus]); SA Favored enemy (goblinoids +4, undead +2); AL NG; SV Fort +8, Ref +8, Will +5; Str 19, Dex 16, Con 17, Int 15, Wis 16, Cha 11.

Skills and Feats: Climb +11, Concentration +6, Handle Animal +6, Hide +7, Knowledge (nature) +13, Listen +12, Move Silently +7, Ride +12, Search +5, Survival +12, Swim +9, Use Rope +8; Endurance, Point Blank Shot, Power Attack, Track, Weapon Focus (battleaxe), Weapon Focus (longbow).

[Wild Empathy \(Ex\): Elmo can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+8, or 1d20+4 if attempting to influence a magical beast with an Intelligence score of 1 or 2.](#)

[Combat Style \(Ex\): Elmo has chosen the archery combat style, which grants him the Rapid Shot and Manyshot feats when he wears light or no armor.](#)

Spells Prepared: (2; base DC 13 + spell level): 1st- *delay poison, speak with animals*.

Possessions: +1 chain shirt, +1 heavy wooden shield, +1 battleaxe, masterwork mighty composite longbow (+4 Str bonus), 40 arrows, 31 gp.

[Elmo can be found just about anywhere in the town of Hommlet. \(Pages 9-18\).](#)

Most of the skill and ability changes are due to the 3.5 ranger modifications. All final skill totals are with armor penalty and skill synergies taken into account.

Elmo didn't use dual weapons in the original, so I chose the archery combat style.

Rangers no longer get medium armor proficiency, so I changed Elmo's *chainmail +1* to a *chain shirt +1*.

Grune: Male human War1; CR 1; Medium-sized humanoid (human); HD 1d8+1; hp 8; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +5 melee (1d10+2/19-20, masterwork bastard sword) or +3 ranged(1d8/x3, composite longbow); Full Atk +5 melee (1d10+2/19-20, masterwork bastard sword) or +3 ranged (1d8/x3, composite longbow); AL LE; SV Fort +3, Ref +2, Will -1; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 12.

Skills and Feats: Climb +0, Intimidate +5, Jump -6; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: Breastplate, masterwork bastard sword, heavy wooden shield, composite longbow and 20 arrows, 3 potions of cure light wounds.

[Grune is typically found at the Mill, area 28 \(Pages 17-18\).](#)

Ingrith: Female half-elf Mnk4/Rgr3; CR 7; Medium-sized humanoid (half-elf); HD 4d8+4 plus 3d8+3; hp 39; Init +1; Spd 40 ft.; AC 17, touch 17, flat-footed 16; Base Atk +6; Grp +8; Atk +8 melee (1d8+2, unarmed strike) or +7 ranged (1d8/x3, longbow); Full Atk +8/+3 melee (1d8+2, unarmed strike) or +6/+6/+1 melee (1d8+2, flurry of blows) or +7/+2 ranged (1d8/x3, longbow); SA Favored enemy (goblinoids +2), stunning fist; SQ Immune to sleep, low light vision, monk abilities, +2 bonus on saves against enchantment effects; AL LG; SV Fort +8, Ref +8, Will +9; Str 14, Dex 13, Con 13, Int 12, Wis 18, Cha 11.

Skills and Feats: Balance +8, Climb +8, Diplomacy +2, Escape Artist +6, Gather Information +2, Heal +10, Hide +7, Jump +13, Listen +11, Move Silently +7, Search +2, Spot +11, Survival +10, Tumble +8; Blind-Fight, Deflect Arrows, Dodge, Endurance, Power Attack, Stunning Fist, Track.

[Wild Empathy \(Ex\): Ingrith can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. She rolls 1d20+3, or 1d20-1 if attempting to influence a magical beast with an Intelligence score of 1 or 2.](#)

[Combat Style \(Ex\): Ingrith has chosen the archery combat style, which grants her the Rapid Shot feat when she wears light or no armor.](#)

[Stunning fist \(Ex\): 4/day; DC 17.](#)

Monk Abilities: Evasion, still mind, slow fall 20 ft., Ki strike (magic).

Possessions: Dust of disappearance (one use remaining), ring of protection +2, longbow with 20 arrows, traveling gear.

[Ingrith only passes through Hommlet occasionally, usually to pay respects at the temple of Elhonna, area 1 \(page 12\).](#)

The change in skill points is because of the changes in v3.5 ranger, the removal of the Intuit Direction skill, and skill synergies.

Ingrith wasn't using any two-weapon attack style, so I chose the archery combat style and switched her heavy crossbow to a longbow.

Maridosen: Female half-elf Ftr3; CR 3; Medium-size humanoid (half-elf); HD 3d10+6; hp 27; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +3; Grp +4; Atk +8 melee (1d6+1/18-20, masterwork rapier) or +8 (1d6/x3 masterwork composite shortbow); Full Atk +8 melee (1d6+1/18-20, masterwork rapier) or

+8 (1d6/x3 masterwork composite shortbow); AL CE; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Jump +7, Listen +2, Search +1, Spot +1; Dodge, Mobility, [Weapon Finesse](#), Weapon Focus (rapier);

Possessions: Masterwork studded leather armor (black), masterwork rapier, masterwork composite shortbow, 20 masterwork arrows, 2 *Quaal's feather tokens (bird)*, *potion of bull's strength*, 2 *potions of cure moderate wounds* (3rd).

[Maridosen is typically found at the Inn of the Welcome Wench, area 4 \(page 13\).](#)

Weapon Finesse now applies to all appropriate weapons, not just one specific one.

Master Dunrat: Male human Clr5/Sor1; CR 6; Medium-size humanoid (human); HD 5d8+10 plus 1d4+2; hp 36; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; [Base Atk +3; Grp +3](#); Atk +3 melee (1d4/19-20, dagger) or +3 ranged (1d10/19-20, heavy crossbow); Full Atk +3 melee (1d4/19-20, dagger) or +3 ranged (1d10/19-20, heavy crossbow); SQ Insanity, rebuke undead 3/day; AL CE; SV Fort +6, Ref +1, Will +6; Str 10, Dex 10, Con 14, Int 11, Wis 13, Cha 11.

Skills and Feats: [Bluff +2](#), Concentration +11, Diplomacy +6, Heal +4, [Knowledge \(religion\) +6](#); Combat Casting, Leadership, Silent Spell, Still Spell.

Insanity (Ex): Insanity score 2. Wis 15 for bonus spells and DCs; Wis 11 for all other Wis-based checks.

[Rebuke undead: Master Dunrat receives a +2 to turning rolls because he has 5 ranks of knowledge \(religion\).](#)

Cleric Spells Prepared (5/5/4/2, base DC = 12 + spell level) 0- *detect magic, inflict minor wounds, light, read magic, resistance*; 1st- *bane, cause fear, command, curse water, protection from good**; 2nd- *death knell, hold person, Tharizdun's touch**; 3rd- *animate dead, rage**;

*Domain spell. *Deity:* Tharizdun. *Domains:* Evil (cast evil spells at 6th level), Madness (1/day add Insanity score to Wis-based roll).

Sorcerer Spells Known (5/3; base DC = 10 + spell level; [25% arcane spell failure chance](#)) 0- *detect magic, light, mage hand, read magic*; 1st- *charm person, shield*.

Possessions: Bead of force, brooch of shielding, holy symbol (obex), dagger, heavy crossbow [with 20 bolts](#), masterwork breastplate, ring of mind shielding.

[Master Dunrat is typically found at the Mill, area 28 \(pages 17-18\).](#)

Since Scry is no longer a skill, I put those skill points in Bluff and Knowledge (religion) instead.

rage has been removed from the Cleric's spell list, but remains on the Madness domain list. Note that the v3.5 *rage* spell is more of a support spell than a personal buff compared to the one included with the adventure.

Nierethi Poscurian: Male gnome Ill4; CR 4; Small humanoid (gnome); HD 4d4+3; hp 13; Init +1; Spd 20 ft.; AC 14, touch 12, flat-footed 13; [Base Atk +3; Grp -1](#); Atk +3 melee (*1d3*/19-20, dagger) or +4 ranged (*1d3*/19-20, dagger); Full Atk +3 melee (*1d3*/19-20, dagger) or +4 ranged (*1d3*/19-20, dagger); SQ [Spell-like abilities](#), low light vision, +2 bonus on saves against illusions, +1 bonus on attacks against kobolds and goblinoids, +4 dodge bonus against giants; AL NE; SV Fort +1, Ref +2, Will +5; Str 10, Dex 13, Con 11, Int 14, Wis 12, Cha 10.

Skills and Feats: Concentration +7, Hide +5, Knowledge (arcana) +9, Knowledge (temple history) +9, Listen +3, [Spellcraft +11](#); Combat Casting, Scribe Scroll, [Toughness](#).

[Spell-like Abilities \(Sp\): 1/day- speak with animals \(burrowing animals only, duration 1 minute\), dancing lights, ghost sound, prestidigitation.](#) Caster level 1st; Save DC 10.

Spell Prepared (5/5/4; base DC = 12 + spell level; 10% arcane spell failure chance): 0- *detect magic, ghost sound*, light, ray of frost, read magic*; 1st- [disguise self*](#), *color spray*, mage armor, silent image*, ventriloquism**; 2nd- *blur*, invisibility*, knock, mirror image**.

* These spells belong to the school of Illusion, which is this character's specialty. Prohibited schools: [Abjuration](#), Enchantment. [Gnomes add 1 to the save DC of any Illusion spells they cast.](#)

Spellbook: 0- *acid splash, arcane mark, dancing lights, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, touch of fatigue*; 1st- *color spray, disguise self, identify, mage armor, silent image, ventriloquism*; 2nd- *blur, invisibility, knock, minor image, mirror image, misdirection, spider climb*.

Possessions: [Small](#) leather armor, [Small](#) dagger, *wand of magic missile* (5th level caster, 37 charges), 46 gp.

[Nierethi is typically found at either the Inn of the Welcome Wench, area 4 \(page 13\) or Terrigan's, area 5 \(page 14\).](#)

Nierethi had a mysterious bonus +3 hit points and one missing feat in the original module, so I added the Toughness feat.

School specialization now requires two prohibited schools. Nierethi had no abjuration spells, so I chose that one.

He also had no spellbook listed in the module, so I took the liberty of filling one out.

With the v3.5 weapon size changes, his dagger damage has gone down.

Questin Himmble: Male halfling Rog2/Bar2; CR 4; Small humanoid (halfling); HD 2d6+4 plus 2d12+4; hp 32; Init +4; Spd 30 ft.; AC 17, touch 15, flat-footed 17; [Base Atk +4; Grp +0](#); Atk +8 melee (1d4/19-20, dagger) or +9 ranged (1d4/19-20, dagger); Full Atk +8 melee (1d4/19-20, dagger) or +9 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Evasion, rage, [trapfinding](#), uncanny dodge (Dex bonus to AC when flat-footed), +2 morale bonus to saves against fear; AL CN; SV Fort +6, Ref +8, Will +1; Str 11, Dex 19, Con 15, Int 11, Wis 10, Cha 6.

Skills and Feats: [Balance +11](#), Climb +3, Hide +11, [Jump +5](#), Listen +7, [Move Silently +10](#), Open Lock +8, [Search +10](#), [Sleight of Hand +5](#), Spot +5, [Survival +6](#), [Tumble +10](#), Use Rope +6; Dodge, [Weapon Finesse](#).

Rage (Ex): 1/day- hp 40; AC 15, touch 13, flat-footed 15; Atk +8 melee (1d4+2/19-20, dagger) or +9 ranged (1d4+2/19-20, dagger); SV Fort +8, Will +3; Str 15, Con 19, Climb +5, [Jump +7](#). Lasts 7 rounds, then fatigued.

Possessions: 6 [Small](#) daggers, [Small](#) leather armor, *lens of detection*, 39 gp.

[Questin lives outside of town, but can occasionally be found at the Inn of the Welcome Wench, area 4 \(pages 13-14\) or Terrigan's, area 5 \(page 14\).](#)

Questin's skills are slightly altered because of the removal of the Intuit Direction skill and added skill synergies.

Weapon Finesse now works with all applicable weapons, not just one specific one.

Also, Questin's *lens of detection* only grants a +5 search bonus in 3.5, not +10.

With v3.5 weapon size changes, his dagger damage has gone down.

Redithidoor Halfmoon: Male human Brd1; CR 1; Medium-size humanoid (human); HD 1d6+2; hp 5; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; [Base Atk +0; Grp +0](#); Atk +0 melee (1d6/19-20, short sword) or +3 ranged (*1d6/x3, shortbow*); Full Atk +0 melee (1d6/19-20, short sword) or +3 ranged (*1d6/x3, shortbow*); SQ Bardic knowledge +1, bardic music (1/day,

countersong, fascinate, [inspire courage +1](#)); AL NG; SV Fort +0, Ref +5, Will +2; Str 10, Dex 17, Con 11, Int 11, Wis 10, Cha 10.

Skills and Feats: [Bluff +4, Diplomacy +4](#), Escape Artist +6, Gather Information +4, Hide +6, Perform (recorder) +4, Spot +2; Dodge, Run.

Spells Known (2; base DC = 10 + spell level): 0- *ghost sound, mage hand, prestidigitation, read magic*.

Possessions: Finely carved recorder (20 gp value), traveling and performing outfits, leather armor, [light](#) wooden shield, short sword, [shortbow](#) and [20 arrows](#), 23 gp.

[Redithidoor is typically found at the Inn of the Welcome Wench, area 4 \(pages 13-14\).](#)

The text and stat block in the adventure disagree on his race. Although the previous errata suggested making him an elf, in making him human, you only have to change his longbow. To make him an elf, you have to remove a feat, rework his skills (note that his original stat block does not list the elven racial bonuses, for example), and add all of the elf abilities. Changing the longbow is a smaller change.

Bards do not begin with proficiency in longbow, so I changed it to a shortbow. The changes in skills are due to v3.5 bards having more skill points. In v3.5, bards have no arcane spell failure when wearing light armor.

Rufus: Male human Fig8; CR 8; Medium-size humanoid (human); HD 8d10+8; hp 69; Init +1; Spd [20 ft.](#); AC 22, touch 12, flat-footed 21; [Base Atk +8; Grp +11](#); Atk +14 melee (1d8+7/x3, +2 battleaxe) or +10 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +14/+9 melee (1d8+7/x3, +2 battleaxe) or +10/+5 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); AL LG; SV Fort +8, Ref +4, Will +3; Str 16, Dex 13, Con 12, Int 15, Wis 10, Cha 14.

Skills and Feats: Bluff +4, Climb +4, Gather Information +4, Handle Animal +8, Intimidate +4, Jump [-1](#), Listen +2, [Ride +9](#), Sense Motive +2, Spot +2, [Swim -1](#); Blind-Fight, Cleave, Dodge, Improved Critical (battleaxe), Mobility, Power Attack, Spring Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Possessions: +2 chainmail, +1 [heavy](#) steel shield, +2 battleaxe, masterwork composite longbow [+3 str bonus], 21 +1 arrows, potion of cure moderate wounds, potion of endurance, cloak of resistance +1, ring of protection +1, periapt of proof against poison, dust of disappearance (12 pinches).

[Rufus is typically found at the Keep, area 27 \(pages 16-17\).](#)

The original version of Rufus did not include his armor penalty in his Swim skill, which explains the much lower skill total here.

Note: Rufus's bow attack bonus and damage does not include his magic arrows.

The *periapt of proof against poison*'s effect has changed from a +4 luck bonus on saves versus poison to complete invulnerability to poison. Along with this, its price has increased considerably from 4,000 gp to 27,000 gp. Our best suggestion is to keep Rufus's item's function and price the same as v3.0 and create a new name for it: *periapt of poison resistance*. The price for such an item is not clearly defined in v3.5 since "Save bonus (limited)" is no longer in the pricing table. 4,000 gp is probably a lower limit with 8,000 gp being reasonable as a high limit since the bonus being applied is of type luck, not resistance. This bonus will stack with that more common bonus type. See the v3.5 Table: *Estimating Magic Item Gold Piece Values*, DMG pg. 285. The prerequisite spell for this item should probably be changed to *delay poison*.

Spugnoir: Male human Wiz7; CR 7; Medium-sized humanoid (human); HD 7d4+17; hp 33; Init +6; Spd 30 ft.; AC 14, touch 13, flat-footed 12; [Base Atk +3; Grp +3](#); Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SQ Familiar benefits; AL NG; SV Fort +4, Ref +6, Will +5; Str 11, Dex 15, Con 14, Int 19, Wis 11, Cha 7.

Skills and Feats: [Appraise +7, Concentration +12, Craft \(alchemy\) +14, Gather Information +0](#), Knowledge (arcana) +14, Knowledge (local) +14, Listen +3, [Move Silently +5, Spellcraft +16](#), Spot +3; Brew Potion, Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll, Toughness.

Familiar Benefits: Alertness when familiar is within reach, [+3 bonus on Move Silently checks when within one mile of familiar](#), empathic link, share spells with familiar, deliver touch spells via familiar.

Spell Prepared (4/5/4/3/2; base DC = 14 + spell level): 0- *daze, detect poison, flare, resistance*; 1st- *detect secret doors, mage armor (2), magic missile, unseen servant*; [2nd-](#) *cat's grace, flaming sphere, invisibility, web*; 3rd- *dispel magic, lightning bolt, nondetection*; 4th- *fire shield, scrying*.

Spellbook: 0- [acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatique](#); 1st- *detect secret doors, enlarge person, jump, mage armor, magic missile, reduce person, unseen servant*; 2nd- *alter self, bear's endurance, blur, bull's strength, cat's grace, darkvision, detect thoughts, flaming sphere, invisibility, levitate, spider climb, web*; 3rd- *daylight, dispel magic, fly, gaseous form, haste, lightning bolt, nondetection, protection from energy, tongues, water breathing*; 4th- *dimension door, fire shield, scrying*.

Possessions: *Wand of shield* (18 charges), *headband of intellect +2, ring of protection +1, amulet of natural armor +1, goggles of minute seeing*, dagger, light crossbow with 20 bolts, 125 gp.

[At the beginning of Return to the Temple of Elemental Evil, Spugnoir is trapped in the Old Armory in the Moathouse dungeon, Moathouse area 20 \(pages 22-23\). If he escapes or is rescued, he is typically found at Potions and Elixirs, area 25 in Hommlet \(page 16\).](#)

Spugnoir's Listen, Move Silently, and Spot skills all contain the familiar benefits. Subtract two from Spot and Listen and three from Move Silently if the familiar is not close by. Appraise was added after adjusting some skill points and removing the Scry skill.

Daylight was moved from 2nd level to 3rd level, but Spugnoir had too many second level spells prepared anyway, so I just dropped it. Flaming sphere was added to his spellbook, since it's a prepared spell of his.

Sebbekai: Male cat familiar of Spugnoir; CR -; Tiny magical beast; HD 1/2d8 (7 HD); hp 16; Init +2; Spd 30 ft.; AC 18, touch 14, flat-footed 16; [Base Atk +3; Grp -9](#); Atk +7 melee (1d2-4, claw); Full Atk +7 melee (1d2-4, 2 claws) and +3 melee (1d3-4 bite); Space/Reach 2 1/2 ft./0 ft.; SQ Improved evasion, speak with Spugnoir, speak with cats; AL NG; SV Fort +2, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

Skills and Feats: Balance +10, [Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3](#), (+4 on Hide checks in tall grass or heavy undergrowth); Weapon Finesse.

[Sebbekai can always be found with Spugnoir \(see above\).](#)

Sebbekai's skills changed so much because the base skills of housecats changed a bunch from v3.0 to v3.5.

Terjon: Male human Clr6; CR 6; Medium-sized humanoid (human); HD 6d8+18; hp 49; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18; [Base Atk +4; Grp +4](#); Atk +6 melee (1d8+1, +1

heavy mace) or +5 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+1, +1 *heavy mace*) or +5 ranged (1d8/19-20, light crossbow); SA Turn undead [2/day](#); AL LG; SV Fort +8, Ref +3, Will +8; Str 11, Dex 13, Con 16, Int 10, Wis 16, Cha 8.

Skills and Feats: Concentration +9, [Heal +10](#), [Knowledge \(arcana\) +5](#), [Knowledge \(religion\) +5](#), [Spellcraft +6](#); Brew Potion, Combat Casting, Dodge, Weapon Focus (heavy mace).

Spells Prepared: (5/5/5/4; base DC 13 + spell level): 0- *cure minor wounds*, *detect magic* (2), *light*, *read magic*; 1st- *command*, *detect chaos*, *magic weapon*, *sanctuary**, *shield of faith*; 2nd- *bear's endurance*, *bull's strength*, *hold person*, *remove paralysis*, *shield other**; 3rd- *daylight*, *magic circle against chaos**, *prayer*, *searing light*.

* Domain spell: *Deity*: St. Cuthbert. *Domains*: Law (cast law spells at 7th level); Protection (1/day grant one target a +6 resistance bonus on one save).

[Turn undead](#): Terjon receives a +2 to turning rolls because he has 5 ranks of knowledge (religion).

Possessions: Chainmail, *heavy* wooden shield, *ring of protection* +1, +1 *heavy mace*, light crossbow, 20 crossbow bolts, *potion of cure light wounds*, *potion of delay poison*, *potion of lesser restoration*, divine scroll of *dispel magic*, 69 gp.

[Terjon is typically found at the Church of St. Cuthbert, area 3 \(pages 12-13\)](#).

I bumped up Terjon's Dex so that he'd have the minimum amount needed for his Dodge feat.

Toridan: Male half-orc Fig2; CR 2; Medium-size humanoid (half-orc); HD 2d10+4; hp 19; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; [Base Atk +2](#); [Grp +5](#); Atk +7 melee (1d12+4/x3, masterwork greataxe) or +3 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d12+4/x3, masterwork greataxe) or +3 ranged (1d8/19-20, light crossbow; AL CE; SV Fort +5, Ref +1, Will +1; Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Jump [+6](#), Spot +2; Cleave, Power Attack, Weapon Focus (greataxe).

Possessions: Full plate, masterwork greataxe, light crossbow and 10 bolts, 2 potions of cure light wounds.

[Toridan is typically found at the Mill, area 28 \(pages 17-18\)](#).

Vacra: Female tiefling Wiz3; CR 3; Medium-size outsider (tiefling); [HD 3d4+3](#); hp 10; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; [Base Atk +1](#); [Grp +1](#); Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d10/19-20, heavy crossbow); Full Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d10/19-20, heavy crossbow); SQ Cannot be raised or resurrected, cold, electricity, and fire resistance 5, darkness, darkvision 60 ft.; AL LE; SV Fort +2, Ref +3, Will +4; Str 11, Dex 14, Con 13, Int 15, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Concentration +7, Hide +5, Knowledge (arcana) +8, [Spellcraft +10](#); Combat Casting, Dodge, Scribe Scroll.

Darkness (Sp): 1/day (as Sor3).

Spell Prepared (4/3/2; base DC = 12 + spell level): 0- *detect magic*, *detect poison*, *open/close*, *read magic*; 1st- *alarm*, *identify*, *magic missile*; 2nd- *invisibility*, *levitate*.

Spellbook: 0- *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatique**; 1st- *alarm*, *burning hands*, *charm person*, *identify*, *magic missile*, *shield*; 2nd- *invisibility*, *levitate*, *resist energy*.

Possessions: [Arcane scroll of resist energy](#), dagger, heavy crossbow, 20 bolts, spellbook (hidden in the cellar of area 28 in the town of Hommlet), [wand of disguise self](#).

[Vacra is typically found at the Mill, area 28 \(pages 17-18\)](#).

Xaod the Slayer: Male human Pal4; CR 4; Medium-size humanoid (human); [HD 4d10](#); hp 28; Init +0; Spd 20 ft.; AC 19, touch 10,

flat-footed 19; [Base Atk +4](#); [Grp +6](#); Atk +7 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d8+2/19-20, mighty composite longbow [+2 Str bonus]); Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +4 ranged (1d8+2/19-20, mighty composite longbow [+2 str bonus]); SA Smite evil (1/day, +3 attack, +4 damage), turn undead 10/day; SQ Paladin abilities; AL LG; SV Fort +7, Ref +4, Will +4; Str 14, Dex 10, Con 10, Int 13, Wis 10, Cha 16.

Skills and Feats: Handle Animal +10, Heal +4, Knowledge (religion) +7, Listen +1, [Ride +7](#), Spot +2; Combat Reflexes, Extra Turning, Mounted Combat.

Paladin Abilities: Detect evil, divine grace, divine health, lay on hands (12 points/day), aura of courage, remove disease 1/week.

[Turn undead](#): Xaod receives a +2 to turning rolls because he has 5 ranks of knowledge (religion).

Possessions: *Glove of storing* (dagger stored), heavy warhorse, masterwork half-plate, masterwork *heavy* steel shield, masterwork longsword, composite longbow [+2 str bonus], [40 arrows](#), warhammer.

[Xaod is typically found at Terrigan's, area 5 \(page 14\)](#).

Given Xaod's low dexterity, his Combat Reflexes feat gives him little benefit. I suggest replacing it with something more useful like Weapon Focus (longsword). His melee attack bonus is then +8.

The *glove of storing* has increased in worth from 2200 gp to 10000 gp in v3.5.

The Moathouse

Ogre Skeleton: CR 2; Large undead; HD [4d12](#); hp [26](#); Init [+4](#); Spd 40 ft.; AC [11](#), *touch 9*, *flat-footed 11*; [Base Atk +2](#); [Grp +11](#); Atk [+7](#) melee (2d8+7, greatclub) or [+7](#) melee (1d6+5, claw); Full Atk [+7](#) melee (2d8+7, greatclub) or [+7](#) melee (1d6+5, 2 claws); Space/Reach: [10 ft./10 ft.](#); SQ *Damage reduction 5/bludgeoning*, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort [+1](#), Ref +1, Will [+4](#); Str [21](#), Dex [10](#), Con -, Int -, Wis 10, Cha [1](#).

Skills and Feats: Improved Initiative.

Changes are relative to the v3.0 Large Skeleton (MM, pg. 165). Note that the CR has gone up by one due to larger HD. Also note that the attacks and reach are noticeably improved relative to the v3.0 version.

Festrath: Human Clr5; CR 5; Medium humanoid; HD 5d8+5; hp 32 (currently 24); Init -1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; [Base Atk +3](#); [Grp +3](#); Atk +5 melee (1d6+1/x2 +1 short sword) or +2 ranged (1d8/19-20 light crossbow); Full Atk +5 melee (1d6+1/x2 +1 short sword) or +2 ranged (1d8/19-20 light crossbow) or +2 ranged (1d8/19-20 light crossbow); SA rebuke undead 3/day; SQ Insanity; AL CE; SV Fort +5, Ref +0, Will +6; Str 10, Dex 9, Con 12, [Int 13](#), Wis 16, Cha 10.

Skills and Feats: Concentration +9, [Knowledge \(Arcana\) +9](#), [Knowledge \(Religion\) +9](#), [Spellcraft +11](#); Martial Weapon Proficiency (short sword), Weapon Focus (short sword), Expertise

Insanity (Ex): Insanity score 2. Wis 18 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

[Turn undead](#): Festrath receives a +2 to turning rolls because he has 5 ranks of knowledge (religion).

Cleric Spells Prepared (5/5/4/3; save DC 14 +spell level): 0- *cure minor wounds*, *detect magic*, *light*, *mending*, *resistance*; 1st - *bane*, *command*, *cure light wounds*, *less confusion**, *protection from good*; 2nd – *bull's strength*, *death knell*, *hold person*, *Tharizdun's touch**; 3rd - *contagion*, *summon monster I*, *rage**

*Domain spell. *Deity*: Elder Elemental Eye. *Domains*: Madness (1/day add insanity score to Wis based roll); Water (turn or destroy fire creatures, rebuke or command water creatures)

Possessions: Full plate, heavy steel shield, curved +1 short sword, light crossbow, 10 bolts, pearl of power (1st level), potion of fly, message (see area 32E in the moathouse), potion of cure moderate wounds, scroll of bless and cure light wounds, 23 gp, 20 gp gem, holy symbol (black iron triangle with an inverted yellow Y)

[Festrath is typically found in the Moathouse, area 32E \(Page 27\).](#)

random action has been renamed to *lesser confusion* and exists as a bard-only spell in v3.5. However, it has been incorporated into the revised madness domain, so Festrath can still use it.

Note that *bull's strength*, *fly* and *hold person* changed effects in v3.5.

Garrick: Gnoll Rgr 2; CR 3; Medium humanoid (Gnoll); [HD 4d8+8; hp 26](#); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; [Base Atk +3; Grp +5](#); Atk +6 melee (1d8+2/x2 masterwork longsword) or +6 melee (1d8+2/x2 masterwork longsword) or +4 ranged (1d6/x3 shortbow); Full Atk +6 melee (1d8+1/x2 masterwork longsword) or +4 melee (1d8+2/x2 masterwork longsword) and +4 melee (1d6+1/x2 masterwork shortbow) or +4 ranged (1d6/x3 shortbow); SA -, SQ darkvision 60', [favored enemy Humanoid \(human\) +2](#); AL NE; SV Fort +7, [Ref +4](#), Will +0; Str 15, Dex 12, Con 12, Int 9, Wis 10, Cha 9.

Skills and Feats: Listen +5, Spot +5, [Survival +5](#); Power Attack, Quick Draw, Track

[Combat Style \(Ex\):](#) Garrick has selected two-weapon combat. He gains the Two-Weapon Fighting feat without the normal prerequisites.

[Wild empathy \(Ex\):](#) Garrick can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+1, or 1d20-3 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Possessions: +1 studded leather, brooch of shielding, masterwork longsword, masterwork short sword, shortbow, 20 arrows.

[Garrick is typically found in the Moathouse, area 29 \(Page 24\).](#)

Geynor Ton: Human Clr 2; CR 2; Medium humanoid; HD 2d8+4; hp 16; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19; [Base Atk +1; Grp +1](#); Atk +2 melee (1d8/x2 masterwork morningstar) or +1 ranged (1d8/19-20 light crossbow); Full Atk +2 melee (1d8/x2 masterwork morningstar) or +1 ranged (1d8/19-20 light crossbow); SA rebuke undead 3/day; SQ Insanity; AL CE; SV Fort +5, Ref +2, Will +5; Str 10, Dex 11, Con 14, Int 9, Wis 15, Cha 10.

Skills and Feats: Concentration +7, [Knowledge \(Religion\) +4](#), Listen +4, Spot +4; Alertness, Lightning Reflexes

[Insanity \(Ex\):](#) Insanity score 1. Wis 16 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

[Turn undead:](#) Geynor receives a +2 to turning rolls because he has 5 ranks of knowledge (religion).

Cleric Spells Prepared (4/4; save DC 13 +spell level): 0- *detect magic*, *light*, *read magic*, *resistance*; 1st- *bless*, *command*, [doom](#), *protection from good**

*Domain spell. *Deity:* Elder Elemental Eye. *Domains:* Air (turn or destroy earth creatures, rebuke or command air creatures); Evil (cast Evil spells at 3rd level)

Possessions: Half plate, heavy steel shield, masterwork morningstar, light crossbow, 10 bolts, ochre robes, journal, potion of *cure moderate wounds*, scroll of *bless* and *cure light wounds*, 53 gp, 2 sp, holy symbol (black iron triangle with an inverted yellow Y)

[Geynor Ton is typically found in the Moathouse, area 32A \(Page 24\).](#)

As mentioned in the original errata Geynor had 5 skill points left. I gave him 5 ranks in Knowledge (religion), which gives him a +2 bonus on his turning check results. Thought this was a nice opportunity to demonstrate this new aspect of the rules.

random action has been renamed *lesser confusion* and exists as a bard spell only in v3.5. I replaced *random action* with *doom*, but that's as good as any other spell.

Gren: Human Clr2; CR 2; Medium humanoid; HD 2d8+5; hp 18; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; [Base Atk +1; Grp +2](#); Atk +3 melee (1d8+1/x2 masterwork morningstar) or +1 ranged (1d8/19-20 light crossbow); Full Atk +3 melee (1d8+1/x2 masterwork morningstar) or +1 ranged (1d8/19-20 light crossbow); SA rebuke undead 4/day; SQ Insanity; AL CE; SV Fort +4, Ref +0, Will +4; Str 12, Dex 10, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Concentration +6, Knowledge (Arcana) +2, Knowledge (Religion) +6, Listen +4, Spellcraft +6, Spot +4; Alertness, Toughness

[Insanity \(Ex\):](#) Insanity score 1. Wis 15 for bonus spells and DCs; Wis 13 for all other Wis-based checks.

[Turn undead:](#) Gren receives a +2 to turning rolls because she has 5 ranks of Knowledge (religion).

Cleric Spells Prepared (4/4; save DC 13 +spell level): 0- *detect magic*, *light*, *read magic*, *resistance*; 1st- *bless*, *burning hands**, *command*, *cure light wounds*.

*Domain spell. *Deity:* Elder Elemental Eye. *Domains:* Chaos (cast Chaos spells at 3rd level); Fire (turn or destroy water creatures, rebuke or command fire creatures).

Possessions: splint mail, heavy steel shield, masterwork morningstar, light crossbow, 10 bolts, ochre robes, [elixir of sneaking](#), potion of *aid*, potion of *cure light wounds*, 12 gp, 20 sp, holy symbol (black iron triangle with an inverted yellow Y).

[Gren is typically found in the Moathouse, area 24 \(Page 23\).](#)

random action has been renamed *lesser confusion* and exists as a bard spell only in v3.5. However, it has been incorporated into the revised madness domain, so Gren can still use it.

Utreshimon: Male young blue dragon; CR 6; Medium dragon (earth); HD 12d12+24; hp 102; Init +0; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 21, touch 10, flat-footed 21; [Base Atk +12; Grp +15](#); Atk +15 melee (1d8+3, bite) or +15 melee (1d6+1, claw) or +15 melee (1d4+1, wing); Full Atk +15 melee (1d8+3, bite) and +13 melee (1d6+1, 2 claws) and +13 melee (1d4+1, 2 wings); Space/Reach 5 ft./5 ft.; SA Breath weapon; SQ [blindsight 60 ft.](#), create/destroy water, immune to *sleep*, paralysis, and electricity, keen senses; AL LE; SV Fort +10, Ref +8, Will +9; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12

Skills and Feats: [Bluff +16](#), [Concentration +17](#), [Diplomacy +20](#), [Intimidate +3](#), [Listen +16](#), [Search +16](#), [Sense Motive +16](#), [Spot +16](#), Cleave, Flyby Attack, Hover, Multiattack, Power Attack

[Breath Weapon \(Su\):](#) 60-ft. line of electricity, 6d8 points of electricity damage, Ref save DC 18 half.

[Create/Destroy Water \(Sp\):](#) Utreshimon can use this ability three times per day. It works like *create water*, except that he can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or be ruined. This ability is the equivalent of a 1st-level spell.

[Blindsight \(Ex\):](#) Utreshimon can pinpoint creatures within a distance of 60 feet. Opponents he can't actually see still have total concealment against him.

[Keen Senses \(Ex\):](#) Utreshimon sees four times as well a human in shadowy illumination and twice as well in normal light. He also has darkvision out to [120 feet](#).

Skills – I calculated that he should have 105 sp, This enabled him to bump everything up by 3, except for Diplomacy which is bumped up by 1 to give a max rank of 15.

Feats – U. gets another feat. I chose Multiattack. Also, Hover has changed and no longer can a medium-sized creature create the cloud of debris. You could rule that there is very fine debris in the courtyard that lets him create the cloud.

Another option is to swap Hover with Flyby Attack and take Improved Natural Attack (bite) instead of Multiattack.

Ysslansh: Male troglodyte Clr 2; CR 3; Medium humanoid (Reptilian); HD 4d8+8; hp 28; Init -1; Spd 20 ft.; AC 24, touch 9, flat-footed 24; Base Atk +2; Grp +2; Atk +5 melee (1d8+1/x2 masterwork morningstar) or +1 ranged (1d8/19-20 light crossbow); Full Atk +5 melee (1d8+1/x2 masterwork morningstar) or +1 ranged (1d8/19-20 light crossbow); SA rebuke undead 3/day, stench; SQ darkvision 90', insanity; AL CE; SV Fort +9, Ref +0, Will +4; Str 12, Dex 9, Con 14, Int 9, Wis 12, Cha 10.

Skills and Feats: Concentration +3, Hide -5*, Listen +4, Knowledge (Religion) +0; Multiattack, Weapon Focus (morningstar), Weapon Focus (javelin)

*+4 bonus on Hide checks in rocky or subterranean settings

Stench (Ex): When Ysslansh is angry or frightened, he secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a Ysslansh must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by his stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Insanity (Ex): Insanity score 1. Wis 13 for bonus spells and DCs; Wis 11 for all other Wis-based checks.

Cleric Spells Prepared (4/4; save DC 11 +spell level): 0- detect magic, light, read magic, resistance; 1st- doom, obscuring mist, protection from good*, summon monster I

*Domain spell. Deity: Tharizdun. Domains: Chaos (cast Chaos spells at 3rd level); Evil (cast Evil spells at 3rd level)

Possessions: Half plate, heavy steel shield, masterwork morningstar, light crossbow, 10 bolts, curved knife, black robes, journal, potion of cure moderate wounds, potion of levitate, cloak of resistance +1, 8 gp, 12 sp, holy symbol (obex)

[Ysslansh is typically found in the Moathouse, area 32A \(Page 24\).](#)

I had to rework the skills, they confused me a bit. Ysslansh now gets 5 skill points for being a trog, and 2 for being a cleric. Putting 1 of the cleric sp each into Concentration and Knowledge (religion), that leaves 5 SP for Hide and Listen as class skills. I opted for 4 in Listen and 1 in Hide, which brings his Hide modifier to -5 (1-1-7-2+4).

random action has been renamed to lesser confusion and exists as a bard spell only in v3.5. I replaced random action with doom, but that's as good as any other spell.

Finally, his deity should probably be changed to Tharizdun to reflect his domains and his symbol. If you prefer to leave him EEE, change Chaos to Earth and change his symbol. He might also have ochre robes although the Earth Temple inhabitants are stated as having black attire.

(1d6+2, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +1, Will -1; Str 14, Dex 12, Con 16, Int 11, Wis 8, Cha 10.

Skills and Feats: Intimidate +3, Jump -6, Move Silently -1 ([\(0.5\)](#)); Weapon Focus (greatsword).

Possessions: Banded mail, masterwork greatsword, 2 javelins, *potion of bull's strength*.

[Hobgoblin Warriors are found throughout the Ruined Temple \(pp. 33-37\).](#)

Alubya: Female hobgoblin Adp3; CR 2; Medium humanoid (goblinoid); HD 3d6+6; hp 18; Init +0; Spd [20 ft.](#); AC 13 (touch 10, flat-footed 13); Base Atk +1; Grp +0; Atk +0 melee (1d8-1/x3, spear) or +2 ranged (1d8/19-20, masterwork light crossbow); Full Atk +0 melee (1d8-1/x3, spear) or +2 ranged (1d8/19-20, masterwork light crossbow); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +1, Will +5; Str 8, Dex 11, Con 14, Int 10, Wis 14, Cha 12.

Skills and Feats: Concentration +6, Listen +6, Move Silently [+0](#), Spot +4, *Survival* +6; Alertness, Armor Proficiency (Light).

Spells Prepared (3/3; base DC = 12 + spell level): 0- *create water*, *ghost sound*, *mending*; 1st- *burning hands*, *cure light wounds*, *obscuring mist*.

Possessions: Studded leather armor, spear, masterwork light crossbow, 14 bolts, *potion of cure moderate wounds*, divine scroll of *bull's strength*, gold bracelet (65 gp).

[Alubya is typically found in the Ruined Temple, area 3 \(p. 34\).](#)

Alubya's strength is low enough that she is moderately encumbered, thus the change to her movement rate and move silently skill check.

Kella: Female half-elf Drd9; CR 9; Medium humanoid (half-elf); HD 9d8+9; hp 51; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Base Atk +6; Grp +7; Atk +8 melee (1d6+2/18-20, +1 scimitar) or +10 ranged (1d4, sling with masterwork bullet); Full Atk: +8/+3 (1d6+2/18-20, +1 scimitar) or +10/+5 (1d4, sling with masterwork bullet); SQ Druid abilities, immune to sleep, low-light vision, +2 bonus on saves against enchantment effects; AL NG; SV Fort +7, Ref +6, Will +9; Str 12, Dex 16, Con 13, Int 11, Wis 16, Cha 15.

Skills and Feats: Concentration +9, Diplomacy +12, Gather Information +4, Handle Animal +10, Heal +9, Knowledge (nature) +12, Listen +4, Ride +5, Search +1, Spot +4, *Survival* +15 (+17 in Wilderness); Combat Casting, Dodge, Scribe Scroll, Track.

Druid Abilities: *Animal companion*, nature sense, *wild empathy* (+13), woodland stride, trackless step, resist nature's lure, *wild shape* (3/day, Small, Medium-size, or Large), venom immunity.

Spells Prepared (6/5/5/4/2/1; base DC = 13 + spell level): 0- *create water*, *cure minor wounds*, *detect poison*, *light*, *purify food and drink*, *resistance*; 1st- *calm animals*, *cure light wounds* ([2](#)), *detect animals or plants*; 2nd- *animal messenger*, *barkskin*, *charm person or animal*, *heat metal*, *lesser restoration*; 3rd- *call lightning*, *cure moderate wounds*, *remove disease*, *stone shape*; 4th- *freedom of movement*, *reincarnate*; 5th- *ice storm*.

Possessions: +1 hide armor, +1 scimitar, sling, 10 masterwork bullets, *wand of cure light wounds* (12 charges), *phylactery of change*, 10 gp.

[Kella can be encountered in the vicinity of the Ruined Temple \(p. 32\).](#)

Both Animal Empathy and Intuit Direction were eliminated skills. I spent her skill points broadly to bring several up by +2 (she was nowhere near max in most skills). I swapped *summon nature's ally* out for healing, given her spontaneous summons ability in v3.5.

Kreblich: Male hobgoblin Adp6; CR 5; Medium humanoid (goblinoid); HD 6d6+12; hp [35](#); Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Base Atk +3; Grp +4; Atk +5 melee (1d8-1, masterwork morningstar); Full Atk +5 melee (1d8-1, masterwork morningstar); SQ Darkvision 60 ft., familiar benefits; AL LE; SV

Fort +3, Ref +3, Will +7; Str 13, Dex 12, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Concentration +10, Knowledge (religion) +8, Listen +6, Move Silently +6, Spellcraft +7, Spot +6, Survival +6; Alertness, Armor Proficiency (Light), Brew Potion, Toughness.

Familiar Benefits: Alertness when familiar is within reach (figured in, +3 hp), empathic link, share spells with familiar, deliver touch spells via familiar.

Spells Prepared (3/3/2; base DC = 12 + spell level): 0- *cure minor wounds, ghost sound, guidance, 1st- cause fear, command, protection from good, 2- bull's strength, invisibility.*

Possessions: +1 chain shirt, masterwork morningstar, amulet of natural armor +1, brooch of shielding (can still absorb 47 points of magic missile damage), wand of cure light wounds, divine scroll of *cure serious wounds*, potion of *cure moderate wounds*, potion of bear's endurance, potion of *glibness*.

Krebbich is typically found in the Ruined Temple, area 12 (p. 36).

Remember that Krebbich has +3 hp if Kubo, his familiar, is within 1 mile (figured in). It is assumed that his previous +2 Con was also figured in, and his stat block has been adjusted accordingly.

Kubo: Male toad familiar of Krebbich; CR -, Diminutive magical beast; HD 1/4d8 (6HD); hp 17; Init +1; Spd 5 ft.; AC 18 (touch 15, flat-footed 17); Base Atk +0; Grp +17; Atk -; Full Atk: -; Space/Reach: 1'/-; SQ Amphibious, low-light vision, improved evasion, speak with Krebbich; AL LE; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills : Hide +21, Listen +6, Spot +6.

Kubo is found with Krebbich in the Ruined Temple, area 12 (p. 36).

Lareth the Beautiful: Male human Clr7; CR 7; Medium humanoid (human); HD 7d8+21; hp 60; Init +7; Spd 30 ft.; AC 14 (touch 13, flat-footed 11); Base Atk +5; Grp +9; Atk +11 melee (1d6+6, masterwork quarterstaff); Full Atk +11 melee (1d6+6, masterwork quarterstaff) or +7/+3 melee (1d6+4/1d6+2, masterwork quarterstaff); SA Rebuke undead 1/day; SQ Insanity; AL CE; SV Fort +8, Ref +5, Will +8; Str 18, Dex 17, Con 16, Int 9, Wis 19 (16*), Cha 6.

* Adjusted to take Insanity into account.

Skills and Feats: Concentration +7, Diplomacy +4, Knowledge (religion) +3, Spellcraft +5; Combat Casting, Improved Initiative, Power Attack, Weapon Focus (quarterstaff).

Insanity (Ex): Insanity score 3. Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Spells Prepared (6/7/6/4/3; base DC = 16 + spell level): 0- *detect magic, guidance, inflict minor wounds, light, read magic, resistance, 1st- bane, cause fear, divine favor, doom, protection from good*, sanctuary, shield of faith, 2- bull's strength, death knell, bear's endurance, Tharizdun's touch** (3); 3- *Dispel magic, invisibility purge, rage*, searing light, 4- confusion*, greater magic weapon, poison.*

* Domain spell. *Deity*: Elder Elemental Eye. *Domains*: Evil (cast evil spells at 8th level); Madness (1/day add Insanity score to Wis-based roll).

Possessions: Bracers of armor +1, cloak of arachnida, masterwork quarterstaff, holy symbol (black iron triangle with an inverted yellow Y).

Lareth is typically found in Nulb, area 2 (p. 31).

Rarkus: Male hobgoblin Frt4/Rog1; CR 5; Medium humanoid (goblinoid); HD 4d10+8 plus 1d6+2; hp 40; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Base Atk +4; Grp +7; Atk +9 melee (1d8+7/19-20, +1 two-bladed sword) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7/+7 melee (1d8+6/1d8+4,

+1 *two-bladed sword*); SA Sneak attack +1d6; SQ Darkvision 60 ft., trapfinding; AL LE; SV Fort +6, Ref +5, Will +1; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +3, Diplomacy +3, Intimidate +6, Move Silently +6, Sense Motive +2; Exotic Weapon Proficiency (two-bladed sword), Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword).

Possessions: +1 chainmail, +1 two-bladed sword, masterwork light crossbow, 12 bolts, 1 flask of alchemist's fire, *potion of cure moderate wounds, potion of spider climb.*

Rarkus is typically found in the Ruined Temple, area 16 (p. 37).

Added Two-Weapon Defense in lieu of the (now defunct) Ambidexterity feat.

Undra: Female human Clr2/Rog2; CR 4; Medium humanoid (human); HD 2d8 plus 2d6; hp 19; Init +7; Spd 30 ft.; AC 19 (touch 13, flat-footed 16); Base Atk +2; Grp +2; Atk +3 melee (1d6/19-20, masterwork short sword) or +6 ranged (1d8+1/19-20, masterwork light crossbow with +1 bolt); Full Atk +3 melee (1d6/19-20, masterwork short sword) or +6 ranged (1d8+1/19-20, masterwork light crossbow with +1 bolt); SA Rebuke undead 4/day, sneak attack +1d6; SQ Evasion, insanity, trapfinding; AL CE; SV Fort +3, Ref +6, Will +5; Str 10, Dex 16, Con 10, Int 13, Wis 15, Cha 12.

Skills and Feats: Bluff +3, Concentration +5, Diplomacy +8, Gather Information +4, Hide +5, Knowledge (Geography) +2, Knowledge (Religion) +6, Listen +6, Move Silently +5, Search +3, Spellcraft +4, Spot +6, Survival +3; Alertness, Improved Initiative, Scribe Scroll.

Insanity (Ex): Insanity score 1. Wis 16 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Turn undead: Undra receives a +2 to turning rolls because she has 5 ranks of Knowledge (religion).

Spells Prepared (4/4; base DC = 13 + spell level): 0- *create water, light, mending, purify food and drink; 1st- comprehend languages, magic weapon, obscuring mist*, shield of faith.*

Possessions: Mithral shirt, darkwood shield, masterwork shortsword, masterwork light crossbow, 20 +1 bolts, divine scroll of *cure moderate wounds* (2), holy symbol (black iron triangle with an inverted yellow Y).

* Domain spell. *Deity*: Elder Elemental Eye. *Domains*: Air (turn/destroy earth creatures, rebuke/command air creatures); Chaos (cast chaos spells at 3rd level).

Undra can be encountered near the Ruined Temple (pp. 32-33).

The masterwork crossbow and +1 from the bolts no longer stack in v3.5 for her attack bonus.

Wat: Male ghost Rog5/Asn1; CR 8; Medium undead (incorporeal); HD 5d12 plus 1d12; hp 39; Init +3; Spd fly 30 ft. (perfect); AC 16 (touch 16, flat-footed 16); Base Atk +3; Grp +3 (vs ethereal targets only); Atk +4 melee (1d8+1/19-20, +1 ghost touch longsword) or +6 melee, +3 against ethereal foes (1d6, incorporeal touch); Full Atk +4 melee (1d8+1/19-20, +1 ghost touch longsword) or +6 melee, +3 against ethereal foes (1d6, incorporeal touch); SA Corrupting touch, death attack, horrific appearance, manifestation, sneak attack +4d6; SQ Evasion, incorporeal traits, trapfinding, trap sense +1, poison use, rejuvenation, uncanny dodge, undead, +4 turn resistance; AL CE; SV Fort +1, Ref +9, Will +4; Str 10, Dex 16, Con -, Int 12, Wis 13, Cha 16.

Skills and Feats: Bluff +11, Diplomacy +5, Disguise +12, Escape Artist +12, Hide +20, Intimidate +13, Knowledge (local) +5, Listen +18, Move Silently +12, Search +17, Spot +18; Blind-Fight, Combat Reflexes, Dodge, Martial Weapon Proficiency (longsword).

Against Nonmaterial Opponents: AC 19 (touch 16, flat-footed 15); Atk +3 melee (1d4, incorporeal touch).

Death Attack (Ex): If Wat studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+1 rounds) or kill the victim. Fort save DC 12 to resist.

Horrible Appearance (Su): Living creatures within 60 ft. of Wat that view him must succeed at a Fort save (DC 16) or suffer 1d4 points of Str damage, 1d4 points of Dex damage, and 1d4 points of Con damage. Creatures that save can't be affected by Wat's horrific appearance for one day.

Manifestation (Su): Wat's attacks and spells can affect targets on the Material Plane normally. Wat becomes visible on the Material Plane, but remains incorporeal.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Rejuvenation (Su): Wat's "destroyed" spirit restores itself in 2d4 days on a successful level check (DC 16). The only way to destroy Wat for certain is to burn down the hostel.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain, or death from massive damage. Immune to damage to his physical ability scores (Str, Dex, and Con) as well as to fatigue and exhaustion effects.

Spells Known (1; base DC = 11 + spell level): 1st- *obscuring mist, ghost sound*.

Possessions: +1 ghost touch longsword, masterwork studded leather (ethereal).

Wat is typically found in Nulb, area 1 (p. 31).

Due to changes to the Assassin prestige class (spontaneous casters), Wat no longer has a spellbook. I figured that *ghost sound* was a more fitting choice for his second spell known than *change self* (as *spider climb* is now 2nd level).

Note that a ghost's horrific appearance now only gives ability damage (temporary), not drain (permanent).

The Crater Ridge Mines

Human Warriors: Male and Female Human War1; CR 1; Medium humanoid (human); HD 1d8 +2; hp varies (see text); Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +3; Atk +5 melee (1d10+2/19-20, masterwork bastard sword) or +2 ranged (1d8/20x3, longbow); Full Atk +5 melee (1d10+2/19-20, masterwork bastard sword) or +2 ranged (1d8/20x3, longbow); AL NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14 Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +0, Intimidate +3, Jump -6; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).

Possessions: Masterwork banded mail, light wooden shield, masterwork bastard sword, longbow, 20 arrows, *potion of cure light wounds*

Located throughout CRM

Elf Warrior: Male and female elf War1; CR 1; Medium-size humanoid (elf); HD 1d8; hp varies (see text); Init +3; Spd 20 ft.; AC 18, touch 13, flat-footed 15; Base Atk +1; Grp +3 Atk +5 melee (1d8/19-20, masterwork longsword) or +4 ranged (1d6+2/x3, mighty composite shortbow [+2 Str]); Full Atk +5 melee ((1d8/19-20, masterwork longsword) or +4 ranged (1d6+2/x3, mighty composite shortbow [+2 Str])); SQ Immune to sleep, low-light vision,

+2 bonus on saves against enchantment effects; AL CE; SV Fort +2, Ref +3, Will -1; Str 15, Dex 16, Con 11, Int 12, Wis 8, Cha 10.

Skills and Feats: Climb +2, Jump -4, Listen +1, Search +1, Spot +3; Weapon Focus (longsword).

Possessions: Breastplate, masterwork longsword, mighty composite shortbow (+2 Str bonus), 20 arrows, 2 *potions of cure light wounds*

Located throughout CRM

CRM – Map A

Note: Two versions of an advanced howler (HD 9 & 12) are provided below. The first provides an equivalent challenge rating to the original version in the adventure. The second instead advances the HD (and thus size) to be the same as specified by Monte: Huge, 12 HD. The CR for a correctly advanced 12 HD howler is much higher than Monte intended and some campaigns that have used it agree that it is too much for most parties at this point. We advise that you use the first version below or stick with a base howler improved only by the numbers Monte gives in the adventure.

Howler : Large Outsider (Chaotic, Evil, Extraplanar); CR 5; HD 9d8+27 (67 hp); Init +7; Spd 60; AC 17 (-1 size, +3 Dex, +5 natural; touch 12, flat-footed 14); Base Atk +9; Grp +18; Atk +13 melee (2d8+5, bite); Full Atk +13 melee (2d8+5, bite) and +8 melee (1d6+2, 1d4 quills); SA Quills, howl; SQ Darkvision 60ft; Space/Reach 10/5; AL CE; SV Fort +9, Ref +9, Will +8; Str 21, Dex 17, Con 16, Int 6, Wis 14, Cha 8.

Skills and Feats : Climb +17, Hide +11, Listen +16, Move Silently +15, Search +10, Spot +16, Survival +2 (+4 following tracks); Ability Focus (quills), Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 19 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity based. A quill can be removed with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Typically found in area C6, the barracks, though presumably Merclar could be riding him out in the countryside.

Changes noted above are differences from the base howler in the *Monster Manual*.

The DC of the quill attack is computed as +3 for Dex, +4 for half HD, and +2 for ability focus. I thought ability focus (new feat in the MM) was a good choice for his new feat.

He gets an ability point at 8HD, so I put it in Con.

Howler: Huge Outsider (Chaotic, Evil, Extraplanar); CR 7; HD 12d8+60 (114 hp); Init +6; Spd 60; AC 18 (-2 size, +2 Dex, +8 natural; touch 10, flat-footed 16); Base Atk +12; Grapple +30; Atk +20 melee (4d8+10, bite); Full Atk +20 melee (4d8+10, bite) and +15 melee (1d8+5, 1d4 quills); SA Quills, howl; SQ Darkvision 60ft; Space/Reach 15/10; AL CE; SV Fort +13, Ref +10, Will +10; Str 30, Dex 15, Con 20, Int 6, Wis 14, Cha 8.

Skills and Feats : Climb +25, Hide +9, Listen +19, Move Silently +17, Search +13, Spot +19, Survival +2 (+4 following tracks); Ability Focus (quills), Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite).

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 20 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity based. A quill can be removed with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 15 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

[Typically found in area C6, the barracks, though presumably Mereclar could be riding him out in the countryside.](#)

Changes noted above are differences from the base howler in the *Monster Manual*.

The DC of the quill attack is computed as +2 for Dex, +6 for half HD, and +2 for ability focus. I thought ability focus and improved natural attack (both new feats in the MM) were good choices for his two new feats.

He gets an ability point at 8 HD and 12 HD (in addition to the ability changes in going up a size category). We put one in Con and one in Str.

Mereclar: Male half-elf Rgr 5; CR 5; Medium Humanoid; HD 5d8+5; hp 31; Init +3; Spd 30 ft; AC 17, touch 13, flat-footed 14; Atk +8 melee (1d8+2/19-20 masterwork longsword) or +9 ranged (1d6+1/19-20, masterwork short sword), or +9 ranged (1d8+2/x3, masterwork composite longbow [+2 Str bonus]); Full Atk +6 melee (1d8+2/19-20 masterwork longsword) and +7 melee (1d6+1/19-20, MW short sword), or +9 ranged (1d8+2/x3, masterwork composite longbow [+2 Str bonus]); SA Favored enemy (Humanoid (dwarves) +4, animals +2); SQ *wild empathy*, immune to sleep, low light vision, +2 bonus on saves against enchantment effects; AL CE; SV Fort +6, Ref +8, Will +3; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: [Diplomacy +1, Gather Information +1, Heal +9, Hide +7, Listen +10, Move Silently +7, Search +9, Spot +15, Survival +9, Endurance](#), Quick Draw, Track, Two-Weapon Fighting, [Weapon Finesse](#).

Combat Style (Ex): Mereclar has selected two-weapon combat. He gains the Two-Weapon Fighting feat without the normal prerequisites.

Wild Empathy (Ex): Mereclar can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+1, or 1d20-3 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Spells Prepared (1; base DC=11+spell level): 1st- [resist energy](#).

Possessions: masterwork longsword, masterwork short sword, masterwork composite longbow [+2 Str bonus], 20 masterwork arrows, +1 studded leather armor, cloak of resistance +1, eyes of the eagle, potion of cure light wounds

He now gets 48 skill points. I maxed out Search since it's a racial thing then bumped up Heal by 4 and Hide and MS each by 2.

Diplomacy and Gather Information have a +2 racial bonus now.

Since HD dropped to d8, his average hp would be 5 less, so reduced HP by 5.

His masterwork arrows are of little use now since they don't stack with the bow in v3.5.

Note that the original errata suggested to replace Weapon Finesse with Weapon Focus (longsword) to duplicate the stats in the adventure.

Finally, as listed he does not have Ride, so he probably wouldn't ride the howler into battle. Two suggestions: change Listen +10 to Listen +5 and add Ride +8 or put 8 of his new v3.5 skill points into Ride instead of Search, resulting in Search +1 and Ride +11.

Terrenygit: Male troglodyte Clr 5; CR 6; Medium humanoid (reptilian); HD 7d8+21; hp 55; Init +0; Spd 20 ft; AC 26 (touch 10, flat-footed 26); [Base Atk +4; Grp +6](#); Atk +8 melee (1d8+3, +1 morningstar) or +6 melee (1d4, claw) or +5 ranged (1d6+2, javelin); Full Atk +8 melee (1d8+3, +1 morningstar) and bite +4 melee (1d4) or 2 claws +6 melee (1d4) and bite +4 melee (1d4) or +5 ranged (1d6+2, javelin); SA Rebuke undead 4/day, stench; SQ Darkvision 90 ft., insanity; AL NE; SV Fort +10; Ref +1; Will +6; Str 14, Dex 10, Con 17, Int 11, Wis 16, Cha 13.

Skills/Feats: Concentration +8, [Hide +1*](#), Knowledge (religion) +5, Listen +7, Multiattack, Scribe Scroll, Weapon focus (morningstar), Weapon focus (javelin). *In rocky or underground settings, Hide improves by another +4.

Stench (Ex): When Terrenygit is angry or frightened, he secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of him must succeed on a DC 14 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by his stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Insanity (Ex): Insanity score 2. Wis 18 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Spells Prepared (5/5/4/3; base DC=14+spell level): 0- *cure minor, detect magic, detect poison, guidance, resistance*, 1st- *bane, command, cure light, lesser confusion**, shield of faith; 2nd- *bull's strength, bear's endurance, spiritual weapon, Tharizdun's touch**; 3rd- *blindness/deafness, dispel magic, rage**.

*Domain Spell. Deity: Tharizdun. Domains: Evil (cast evil spells at 6th level); Madness (1/day add insanity score to Wis-based roll).

Possessions: Black robes, +1 morning star, potion of cat's grace, divine scroll of *hold person, rage*, and *prayer*, 2 javelins, full plate armor, large steel shield, curved knife, necklace of bones and teeth, 76 gp, holy symbol (obex).

Terrenygit gained three racial skill points in v3.5. Two were added to Listen and one to Hide, maxing both.

rage has been removed from the Cleric's spell list, but remains on the Madness domain list. Note that the v3.5 *rage* spell is more of a support spell than a personal buff compared to the one included with the adventure.

Wormspike: Male ogre War2; CR 4; Large giant; HD 6d8+15; hp 42; Init -1; Spd 30 ft; AC 16, touch 8, flat-footed 16; [Base Atk +5; Grp +14](#); Atk +11 melee (2d8+8, +1 greatclub) or +3 ranged (1d8+5, shortspear); Full Atk +11 melee (2d8+8, +1 greatclub) or +3 ranged (1d8+5, shortspear); [Space/Reach 10ft./10ft.; SQ Darkvision 60 ft., low-light vision](#); AL CE; SV Fort +9, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Listen +2, Spot +2; Power Attack, [Toughness](#), Weapon Focus (greatclub).

Possessions: +1 [Large](#) greatclub, [Large](#) hide armor, 4 [Large](#) shortspears, gold necklace (500 gp).

[Wormspike is typically found in area 7 or in company with Mereclar. \(page 45\)](#)

[Shortspear now have critical multiplier of x2.](#)

CRM – Map B

Moolowik: Male kuo-toa Rog4; CR 6; Medium Monstrous Humanoid (Aquatic); HD 2d8+4d6+6; hp 29; Init +1; Spd 20 ft., swim 50 ft.; [AC 22, touch 11, flat-footed 21](#); [Base Atk +5; Grp +6](#); Atk +7 melee ([1d6+2, +1 shortspear](#)) or +7 ranged ([1d6+2, +1 shortspear](#)); Full Atk +7 melee ([1d6+2, +1 shortspear](#)) and +1 melee (1d4, bite) or +7 ranged ([1d6+2, +1 shortspear](#)); [Space/Reach: 5 ft./5 ft.](#); SA Sneak attack [+2d6](#); SQ Adhesive, amphibious, evasion, immune to poison and paralysis, keen sight, light blindness, resistance to electricity [10](#), slippery, [trapfinding, trap sense +1](#), uncanny dodge; AL NE; SV Fort +4, Ref +8, Will +4; Str 13, Dex 13, Con 13, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb [+4](#), Disable Device +3, Escape Artist [+7](#), Hide [+6](#), Knowledge (local) +3, Knowledge (religion) [+4](#), Listen [+7](#), Move Silently [+8](#), Search +14, Sense Motive +4, Spot [+11](#), [Swim +5](#); Alertness, Blind-fight, Dodge, Great Fortitude.

Adhesive (Ex): On a failed melee attack, attacker must succeed at a Ref save (DC 14), or a weapon sticks to Moolowik's shield and is yanked from the wielder's grasp.

Amphibious (Ex): Although Moolowik breathes by means of gills, they can survive indefinitely on land.

Keen Sight (Ex): Moolowik spots a moving object or creature even if it is [invisible or ethereal](#).

Light Blindness (Ex): Blinded for 1 round by abrupt exposure to bright light (such as sunlight or a daylight spell). [Dazzled \(-1 penalty on all attack rolls and Search and Spot checks\) in bright light](#).

Slippery (Ex): Not affected by webs or other forms of confinement.

Possessions: [+1 shortspear](#) pouch with 200 gp, [+1 leather armor](#), [heavy wooden shield with sapphire inlaid \(400 gp\)](#)

[Currently spying in the water around CRM 28, though normally lives in Water Temple \(CRM 197\)](#)

Moolowik's ability scores are too low; in 3.5, a level-advanced monster should use the elite ability array, but Moolowik's scores are just a shuffled version of the common kuo-toa. His CR has been left unchanged, however.

In the text, Moolowik was using a halfsppear; that weapon seems to have disappeared from 3.5.

In the text, Moolowik was incorrectly given +1d6 sneak attack, has a wrong AC, and is listed with an Insanity score of 1, with a completely bogus altered wisdom; it looks like a copy and paste error.

He also has 9 extra points of rogue skills in the text, and kuo-toas get their skill allotment cut nearly in half in v3.5, so his skills have been reworked here. Note that the *Monster Manual* listing of kuo-toas has skills for one without a shield (unlike v3.0) as that equipment is now a variant for them.

Vranthis: Male juvenile green dragon; CR [8](#); Large dragon (air); HD 14d12+42; hp 133; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 40'; AC 22, touch 9, flat-footed 22; [Base Atk +14; Grp +22](#); Atk: +17 melee (2d6+4, bite, [10' reach](#)); Full Atk +17 melee (2d6+4, bite, [10' reach](#)) and +12 melee (1d8+2, 2 claws) and +12 melee (1d6+2, 2 wings) and +12 melee (1d8+6, tail slap); [Space/Reach: 10 ft./5 ft. \(bite 10ft.\)](#); SA Breath weapon; SQ [Blindsight 60 ft.](#), immune to sleep, paralysis, and acid, keen senses, water breathing; AL LE; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff [+17](#), Concentration +17, Diplomacy +18, Escape Artist +14, Hide -4, Intimidate +4, Knowledge (Religion) +16, Listen [+19](#), Search [+19](#), Spellcraft [+9](#), Spot [+19](#); Flyby Attack, Improved Initiative, Power Attack, Sunder, [Hover](#)

Breath Weapon (Su): 40-ft. cone of corrosive gas, 8d6 points of acid damage, Ref save DC 20 (half).

Keen Senses (Ex): Includes darkvision [120 ft.](#) and low-light vision (x2 in normal light, x4 in shadowy illumination).

Spells Known (5/4): save DC 12+spell level: 0- [arcane mark, detect magic, mage hand, read magic, 1st- mage armor, protection from chaos](#)

[Vranthis' lair is CRM 27; he typically ranges from CRM 25 to CRM 28.](#)

Dragon challenge ratings have received an across the board bump of +1, while their stats have remained mostly the same. This seems to be more a recognition of the reality that Dragon CRs were too low in 3.0 than a material change in the challenge, so Vranthis' age category is unchanged from the module as written.

In 3.0, Dragons received 1+HD/4 feats; in 3.5, they get 1+HD/3 feats. This gives Vranthis one extra feat. I selected Hover for two reasons: with *spider climb* now a 2nd level spell, Vranthis needs some other means of dealing with his poor maneuverability, making either Hover or Wingover ideal; secondly, Hover has changed significantly in 3.5, with the debris cloud only available to Large-sized dragons. This makes it likely that Utreshimon will be dropping Hover in the conversion process, so Vranthis will be the first "showcase" for the Hover ability in the adventure. There's plenty of debris in the mine caverns and rail tunnels for Vranthis to kick up.

As mentioned, Vranthis has lost access to *spider climb*. Vranthis seems to favor defensive magic over offensive, so I chose *protection from chaos*, which would be effective against both the mad cultists in the temple, and many adventuring parties.

Vranthis is listed as having 5/5 spells per day in the module, but a 1st level Sorcerer with 14 Charisma should only have 5/4.

In 3.0, Dragons with spell casting ability got free Spellcraft ranks (1/hd). This text has been removed from 3.5, and in fact, Spellcraft is missing from the list of class skills. I'm sure that the latter will be corrected in errata, but ZansForCans notes that at least the Blue dragon does get Spellcraft listed explicitly as a class skill, so perhaps it's an intentional change. Until errata comes out, Vranthis has put 14 points into Spellcraft as a cross-class skill.

By my calculations, Vranthis should have 136 skill points, and it took 126 to get him to the skill levels printed in the module. I used 9 of the remaining 10 points to max out Listen, Search, and Spot as recommended in the *Monster Manual*, and put the final point in Bluff.

Dragon hordes went from Double Standard in 3.0 to Triple Standard in 3.5, and their CRs went up by 1. DMs may wish to increase the size of Vranthis' horde to match.

CRM – Map C

Descretid: Female Halfling Brb3/Rog3; CR 5 (6 with appropriate gear); Small humanoid (halfling); HD 3d12+3 plus 3d6+3 (41 hp); Init +8; Spd [30 ft.](#); AC 19 (+1 size, +4 Dex, +4 chain shirt; touch 15, flat-footed 19); [Base Atk +5; Grp +2](#); Atk +8 melee ([1d4+1/18-20, masterwork scimitar](#)) or +10 ranged ([1d4+1/x3, masterwork composite shortbow \[+1 Str bonus\]](#)); Full Atk +8 melee ([1d4+1/18-20, masterwork scimitar](#)) or +10 ranged ([1d4+1/x3, masterwork composite shortbow \[+1 Str bonus\]](#)); SA Rage; SQ Evasion, [trapfinding, trap sense +2](#), uncanny dodge, +1 bonus on attacks with thrown weapons, +2 morale bonus on saves against fear; Space/Reach 5/5; AL CN; SV Fort +6, Ref +9, Will +3; Str 13, Dex 19, Con 12, Int 11, Wis 11, Cha 6.

Skills and Feats: Balance +7, Climb +8, Hide +10, Jump +7, Listen +6, Move Silently +5, [Open Lock +8](#), Spot +4, Swim +7, Survival +5; Cleave, Improved Initiative, Power Attack.

Rage (Ex): 1/day – hp 53; AC 17 (touch 11, flat-footed 17); **Grp +4;** Atk +10 melee (1d6+3/18-20, masterwork scimitar) or +10 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); Full Atk +10 melee (1d6+3/18-20, masterwork scimitar) or +10 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); SV Fort +8, Will +5; Str 17, Con 16. Climb +10, Jump +9, Swim +9. Lasts 6 rounds, then fatigued.

Possessions (not recovered): None.

Possessions (recovered): Bag of holding (250 pounds), potion of cure moderate wounds, 3 100gp pieces of jet, 3 vials of antitoxin, masterwork thieves' tools, Small masterwork scimitar, Small chain shirt, arcane scroll of arcane lock, Small masterwork composite shortbow (+1 Str bonus).

Descritad is chained to the wall in area C44. Her equipment can be found in D'Gran's quarters, C43.

Her stats are given with her equipment, so her equipment is also listed. The bow only has a +1 strength bonus, so the damage should not be +2. The trap sense from barbarian and rogue stack and she gets +1 from each.

With the skill recalculation in 3.5, she has 2 unspent rogue points (assuming Barbarian was first).

Without her equipment, the skills should be modified to not include the armor check penalty or masterwork thieves tools. Add 2 to Balance, Climb, Jump, Hide, and Move Silently. Add 4 to Swim. And subtract 2 from Open Lock.

With the v3.5 weapon size changes her damage has gone down.

D'Gran: Male half-fiend/half-ogre mage; CR 10; Large Outsider ([Augmented Giant](#)); HD 5d8+20 (43 hp); Init +6; Spd [40](#), fly 40 (good); AC 21 (-1 size, +2 Dex, +4 chain shirt, +6 natural; touch 11, flat-footed 19); **Base Atk +3; Grp +15;** Atk +10 melee ([3d6+12/19-20](#), greatsword) or +4 ranged (2d6/x3, longbow) or +10 melee ([1d6+8, claw](#)); Full Atk +10 melee ([3d6+12/19-20](#), greatsword) and +5 melee ([1d8+4, bite](#)) or +4 ranged (2d6/x3, longbow) or +10 melee ([1d6+8, 2 claws](#)) and +5 melee ([1d8+4, bite](#)); SA [Smite good](#), spell-like abilities; SQ [Damage reduction 5/magic](#), darkvision 60ft, immunity to poison, [lowlight vision](#), [natural weapons treated as magic weapons for purposes of overcoming DR](#); regeneration 5, resistance to acid [10](#), cold [10](#), electricity [10](#), and fire [10](#), spell resistance [19](#); Space/Reach [10/10](#); AL CE; SV Fort +8, Ref +3, Will +3; Str 27, Dex 14, Con 19, Init 18, Wis 14, Cha 19.

Skills and Feats: Concentration +12, Hide +0, Intimidate +8, Knowledge (arcana) +8, Knowledge (religion) +8, Listen +10, Move Silently +4, Search +8, Sense Motive +6, Spellcraft +12, Spot +10, Survival +6; [Combat Expertise](#), Improved Initiative.

Spell-like Abilities (Sp): [caster level 5](#), DC=14+spell level (Cha-based): 1/day – desecrate, unholy blight; [3/day - darkness](#).

Spell-like Abilities (Sp): [caster level 9](#), DC=14+spell level (Cha-based): At will – darkness, invisibility; 1/day – charm person, cone of cold, gaseous form, [polymorph](#), sleep.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

Smite Good (Su) : Once per day D'Gran can make a normal melee attack to deal +5 points extra damage against a good foe.

Possessions: gauntlets of ogre power, Large chain shirt, Large greatsword, Large longbow, 12 arrows, fire temple symbol.

Typically found in his lair in area C43 or roaming the Western Bridge Complex, areas C37-51.

D'Gran lost half his resistances, but gained DR and increased his regeneration and SR. He gained a feat (pre-chosen as an ogre mage) and a number of skills. I chose Survival as a new skill because it is closest to the defunct Intuit Direction. Sense Motive and Knowledge (religion) were fairly obvious additional choices. The natural attacks were never included in the module, but the 3.0 would be different anyway.

Half-fiends now get the bite as a natural secondary attack (i.e. only -5). If he didn't wield a two-handed weapon, he would also get a (secondary) claw attack.

Per the ogre mage stat block in the *Monster Manual*, D'Gran should get darkvision 90ft. However, the later section "Ogre Mages as Characters" says 60 ft. The previous version also said 60 ft., and ogres have 60 ft. darkvision, so I went with 60ft.

Heunar: Male half-orc Wizard 4; CR 4; Medium humanoid (half-orc); HD 4d4+4 (13 hp); Init +0; Spd 30ft; AC 10 (touch 10, flat-footed 10); **Base Atk +2; Grp +4;** Atk +4 melee (1d6+2, quarterstaff); Full Atk +4 melee (1d6+2, quarterstaff); SQ: Darkvision 60ft; Space/Reach 5/5; AL LE; SV Fort +4, Ref +3, Will +4; Str 14, Dex 10, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats : Concentration +8, Knowledge (arcane) +8, Spellcraft +8; Great Fortitude, Lightning Reflexes, Scribe Scroll.

Spells Prepared (4/4/2; base DC = 11 + spell level): 0 – *detect magic*, *mage hand*, *read magic*, *resistance*; 1st – *charm person*, *magic missile*, *shield*, *sleep*; 2nd – *invisibility*, *summon monster II*.

Possessions: *wand of shatter* (10 charges), *potion of levitate*, *arcane scroll of shield*, quarterstaff, 8gp, *and a piece of paper with the words "Fire burns away my enemies" written on it in common*.

Spellbook: 0 – *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *charm person*, *magic missile*, *shield*, *sleep*; 2 – *detect thoughts*, *invisibility*, *summon monster II*, *web*.

Typically found in his and Tippesh's quarters in area C40 or feeding the raptors in area C39.

Krall: Male Troll Ftr2; CR 7; Large Giant; HD 6d8+36 plus 2d10+12; hp 86; Init +2; Spd [20 ft.](#), [base 30 ft.](#); AC [21](#), [touch 9](#), [flat-footed 21](#); **Base Atk +6; Grp +16;** Atk +11 melee ([2d6+9/19-20](#), two-bladed sword) or +11 melee (1d6+6, claw); Full Atk +9/+4 melee ([2d6+6/19-20](#), two-bladed sword) and +9 melee ([2d6+3/19-20](#), two-bladed sword) or +11 melee (1d6+6, 2 claws) and +6 melee (1d6+3, bite); SA Rend 2d6+9; SQ Darkvision 90 ft., [lowlight vision](#), regeneration 5, scent; Space/Reach: [10 ft.](#)/10 ft.; AL CE; SV Fort +14, Ref +4, Will +3; Str 23, Dex [15](#), Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats : Jump [4](#), Listen +5, Spot +6; Alertness, Exotic Weapon Proficiency (two-bladed sword), Iron Will, [Track](#), [Two-Weapon Fighting](#).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: Large masterwork half-plate armor, [Large](#) two-bladed sword, *potion of bull's strength*, *potion of heroism*, *potion of protection from energy (fire)*, 2 pearl earrings (100gp each), *Key to chest in area C38*.

Typically found in area C37, pg. 52, but he lairs in C38 with the other troll fighter, Slaazh.

On a single attack, Krall can use two hands on the weapon to deliver 1.5 strength. He needs a Dex 15 to have TWF because there is no more Ambidexterity. Increasing his Dex changes nothing else. I put the skill points for fighter in Jump, so there's no reason to enter Hide. New weapon sizes mean his sword is for a Large creature, not that it is Large itself.

Slaazh: Male Troll Fighter 2; CR 7; Large Giant; HD 6d8+36 plus 2d10+12 (86 hp); Init +2, Spd 20; AC 22 (-1 size, +6 chainmail, +5 natural, +2 Dex; touch 11, flat-footed 20); Base Atk +6; Grp +17; Atk +13 melee (3d6+10/19-20, masterwork greatsword) or +12 melee (1d6+7, claw); Full Atk +13/+8 melee (3d6+10/19-20, masterwork greatsword) or +12 melee (1d6+7, 2 claws) and bite +7 melee (1d6+3); SA Rend 2d6+10; SQ Darkvision 90ft, [low-light vision](#), regeneration 5, scent; Space/Reach 10/10; AL CE; SV Fort +14, Ref +4, Will +3; Str 24, Dex 14, Con 22, Int 8, Wis 8, Cha 7.

Skills and Feats: Climb +5, Listen +6, Spot +5; Alertness, Cleave, Iron Will, Power Attack, [Track](#).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+10 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possessions: Masterwork [Large](#) greatsword, +1 [Large](#) chainmail, dust of tracelessness, [key to chest in area C38](#).

[Typically found in area C44 torturing Descritad. He may also be in his and Krall's lair in area C38.](#)

Given the greatsword, his shield has been removed and his damage is in accordance with wielding it two-handed. Alternatively, you can add in the shield, but you have to make it a medium greatsword and reduce the damage die and add in the armor check penalty to climb.

Tippesh: Female human Evoker 6; CR 6; Medium Humanoid; HD 6d4+ 9(24 hp); Init +2; Spd 30; AC 12 (+2 Dex; touch 12, flat-footed 10); [Base Atk +3; Grp +3](#); Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); Full Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); Space/Reach 5/5; AL LE; SV Fort +3, Ref +4, Will +4; Str 11, Dex 14, Con 12, Int 15, Wis 9, Cha 10.

Skills and Feats: Concentration +10, [Craft \(alchemy\)](#) +11, Knowledge (arcana) +11, Knowledge (religion) +11, Spellcraft +11; Brew Potion, Dodge, Empower Spell, Scribe Scroll, Spell Focus (Evocation), Toughness.

Spells Prepared (5/5/5/3, base DC = 12 + spell level): 0 – detect magic, detect poison, mage hand, read magic, resistance, 1st – magic missile (2)*, charm person (2), sleep; 2nd – darkness*, flaming sphere*, obscure object, shatter*, see invisibility; 3rd – fireball*, lightning bolt (2)*.

Spellbook: 0 – arcane mark, dancing lights*, daze, detect magic, detect poison, disrupt undead, flare*, light*, mage hand, mending, open/close, prestidigitation, read magic, resistance, [touch of fatigue](#); 1st – alarm, charm person, hold portal, magic missile*, sleep, Tenser's floating disk*, 2 – darkness*, flaming sphere*, [gust of wind](#)*, obscure object, see invisibility, shatter*, 3 – [daylight](#)*, dispel magic, explosive runes, fireball*, lightning bolt*.

* Evocation spell: these spells have a save DC of 13+ spell level, if applicable, and is the specialized school. Prohibited schools: Conjuration and Illusion.

Possessions: slippers of spider climbing, arcane scroll of blink, potion of cure light wounds, potion of cat's grace, potion of [bear's endurance](#), potion of [fox's cunning](#), 2 daggers, and 15gp.

[Typically found in her and Heunar's quarters in area C40.](#)

Toughness was not added in to the HD, so it probably also wasn't added in to the total hp. Specialists are now required to choose two schools. I chose Illusion as the second prohibited school and thus replaced *ghost sound* with *touch of fatigue* in her spellbook. Spell focus now only grants +1 to DC's. Because Conjuration is a prohibited school, Tippesh cannot have mage armor prepared, so strike that sentence. *gust of wind* and *daylight* changed levels.

CRM – Map D

Note: Two versions of the Orc Warriors from C57 are provided below. In v3.5, the base orc is presented as a War1 already. The first version below is nearly identical to the base orc, but the feat and skills have been changed to match the War1 in the adventure. Since the orcs in C57 are presented as a cut above their fellows, you may wish to add one more War level, which results in the second version below.

Orc Warriors: Male orc War1; CR 1; Medium humanoid (orc); HD 1d8+2; hp varies (see text); Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; [Base Atk +1; Grp +3](#); Atk +4 melee (1d8+3/x3, masterwork orc double axe) or +1 ranged (1d6+2, javelin); Full Atk +0 melee (1d8+2/x3, masterwork orc double axe) and -4 melee (1d8+1/x3, masterwork orc double axe) or +1 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +0, Will +1; Str 15, Dex 10, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Jump -7; Exotic Weapon Proficiency (orc double axe).

Light Sensitivity: -1 penalty on attack rolls, [search checks and spot checks](#) in bright sunlight or in *daylight* spell.

Possessions: Splint mail, masterwork orc double axe, 2 javelins, potion of cure moderate wound.

[Typically found in area C57 \(page 57\).](#)

There was talk of orcs gaining Weapon Familiarity (orc double axe) in the rumor mill for v3.5, but it isn't described in the core books. This statblock assumes no Weapon Familiarity.

If there is an errata about this, we would add Weapon Focus (orc double axe), which changes the stats:

Atk +5 melee (1d8+3/x3, masterwork orc double axe) or +2 ranged (1d6+2, javelin); Full Atk +1 melee (1d8+2/x3, masterwork orc double axe) and -3 melee (1d8+1/x3, masterwork orc double axe) or +2 ranged (1d6+2, javelin).

Orc Warriors: Male orc War2; CR 2; Medium humanoid (orc); HD 2d8+4; hp varies (see text); Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; [Base Atk +2; Grp +4](#); Atk +5 melee (1d8+3/x3, masterwork orc double axe) or +2 ranged (1d6+2, javelin); Full Atk +1 melee (1d8+2/x3, masterwork orc double axe) and -3 melee (1d8+1/x3, masterwork orc double axe) or +2 ranged (1d6+2, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +0, Will +1; Str 15, Dex 10, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Jump -6; Exotic Weapon Proficiency (orc double axe).

Light Sensitivity: -1 penalty on attack rolls, [search checks and spot checks](#) in bright sunlight or in *daylight* spell.

Possessions: Splint mail, masterwork orc double axe, 2 javelins, potion of cure moderate wound.

[Typically found in area 57 \(page 57\).](#)

There was talk of orcs gaining Weapon Familiarity (orc double axe) in the rumor mill for v3.5, but it isn't described in the core books. This statblock assumes no Weapon Familiarity.

If there is an errata about this, we would add Weapon Focus (orc double axe), which changes the stats:

Atk +6 melee (1d8+3/x3, masterwork orc double axe) or +2 ranged (1d6+2, javelin); Full Atk +2 melee (1d8+2/x3, masterwork orc double axe) and -2 melee (1d8+1/x3, masterwork orc double axe) or +2 ranged (1d6+2, javelin);

Graud: Male half-orc Bbn4; Medium humanoid (half-orc); HD 4d12 +4; hp 48; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 16; **Base Atk +4; Grp +7;** Atk +9 melee (1d12+5/x3, +1 greataxe) or +7 ranged (1d8+3/x3, composite longbow [+3 Str bonus]); Full Atk +9 melee (1d12+5/x3, +1 greataxe) or +7 ranged (1d8+3/x3, composite longbow [+3 Str bonus]); SA Rage; SQ Darkvision 60 ft., [trap sense +1 \(+1 bonus on Ref saves and +1 dodge bonus on AC against traps\)](#), uncanny dodge (Dex bonus to AC when flat-footed); AL CE; SV Fort +5, Ref +3, Will +1; Str 17, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills and Feats: Intimidate +5, Listen +7, [Survival +7, Swim +8](#); Dodge, Weapon Focus (greataxe).

Rage (Ex): 2/day--hp 56; AC 14 (touch 10, flat-footed 14); **Grp +9;** Atk +11 melee (1d12+7/x3, +1 greataxe) or +7 ranged (1d8+3/x3, mighty composite longbow [+3 Str bonus]); Full Atk same; SV Fort +7, Will +3; Str 21, Con 17. [Swim +10](#). Last 6 rounds, then fatigued.

Possessions: Masterwork chain shirt, +1 greataxe, composite longbow [+3 Str bonus], 20 masterwork arrows, *potion of cure moderate wounds*.

[Graud is typically found in area 72 \(page 61\).](#)

Intuit Direction and Wilderness Lore included in Survival now.

Murant: Male orc Bbn5; Medium humanoid (orc); CR 5; HD 5d12 +15; hp 47; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 16; **Base Atk +5; Grp +9;** Atk +10 melee (1d8+7/x3, +1 orc double axe) or +7 ranged (1d8+4, trident); Full Atk +8 melee (1d8+5/x3, +1 orc double axe) and +8 melee (1d8+3/x3, +1 orc double axe) or +7 ranged (1d8+4, trident); SA Poison, rage; SQ Darkvision 60 ft., light sensitivity, [trap sense +1 \(+1 bonus on Ref saves and +1 dodge bonus on AC against traps\)](#), improved uncanny dodge (Dex bonus to AC when flat-footed, can't be flanked); AL CE; SV Fort +7, Ref +3, Will -1; Str 19, Dex 15, Con 17, Int 8, Wis 7, Cha 9.

Skills and Feats: Intimidate +7, Listen +6, [Survival +6](#); Two-Weapon Fighting, [Exotic Weapon Proficiency \(orc double axe\)](#).

Poison (Ex): Large scorpion poison on both ends of orc double axe. Fort save DC 18; 1d6 Str/1d6 Str.

Rage (Ex): 2/day--hp 57; AC 14 (touch 10, flat-footed 14); **Grapple +11;** Atk +12 melee (1d8+10/x3, +1 orc double axe) or +7 ranged (1d8+6, trident); Full Atk +10 melee (1d8+7/x3, +1 orc double axe) and +10 melee (1d8+4/x3, +1 orc double axe) or +7 ranged (1d8+6, trident); SV Fort +9, Will +1; Str 23, Con 21. Last 8 rounds, then fatigued.

Light Sensitivity: -1 penalty on attack rolls, [search checks and spot checks](#) in bright sunlight or in *daylight* spell.

Possessions: +1/+1 orc double axe, +1 hide armor, trident, *potion of blur*, Large scorpion venom (1 dose on each axe head).

[Typically found in area 58 \(page 57\).](#)

Murant needs a Dex of 15 to gain Two-Weapon Fighting (and needed it for Ambidexterity in v3.0). Ambidexterity does not exist in v3.5 so it has been replaced with Exotic Weapon Proficiency (orc double axe).

There was talk of orcs gaining Weapon Familiarity (orc double axe) in the rumor mill for v3.5, but it isn't described in the core books. This statblock assumes no Weapon Familiarity.

If there is an errata about this, we would add Weapon Focus (orc double axe), which changes his stats:

Atk +11 melee (1d8+10/x3, +1 orc double axe) or +7 ranged (1d8+6, trident); Full Atk +9 melee (1d8+7/x3, +1 orc double axe) and +9 melee (1d8+4/x3, +1 orc double axe) or +7 ranged (1d8+6, trident).

CRM – Map E

Brown Bear Skeleton: CR 3; Large undead; HD 6d12; hp varies (see text); Init +6; Spd 40 ft.; AC 13, touch 11, flat-footed 11; Base Atk +3; Grp +15; Atk +10 melee (1d8+8, claw); Full Atk +10 melee (1d8+8, 2 claws) and +5 melee (2d6+4, bite); Space/Reach: 10 ft./5 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +2, Ref +4, Will +5; Str 27, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Typically found with Choranth in area 74 of the air temple (page 63).

Choranth: Female human Clr4; CR 4; Medium humanoid (human); HD 4d8+4; hp 26; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; **Base Atk +3; Grp +3;** Atk +4 melee (1d8, masterwork heavy mace) or +4 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8, masterwork heavy mace) or +4 ranged (1d8/19-20, light crossbow); SA Rebuke undead 5/day; SQ Insanity; AL CE; SV Fort +5, Ref +2, Will +6; Str 10, Dex 12, Con 13, Int 10, Wis 17 ([15*](#)), Cha 14.

* Adjusted to take Insanity into account.

Skills and Feats: Concentration +8, Knowledge (religion) +7, Spellcraft +7; Combat Casting, Extra Turning, Scribe Scroll.

Insanity (Ex): Insanity score 2. Wis 19 for bonus spells and DCs; Wis 15 for all other Wis-based checks.

Rebuke Undead: Choranth gains a +2 synergy bonus on Rebuke Undead checks because she has 5 ranks in Knowledge (religion).

Spells Prepared (5/5/4; save DC 14 +spell level): 0- *cure minor wounds*, *detect magic*, *guidance*, *read magic*, *resistance*; 1st- *command*, *cure light wounds*, *divine favor*, *protection from good**, *shield of faith*; 2nd- *hold person*, *silence*, *spiritual weapon*, *wind wall**

*Domain spell. *Deity:* Elder Elemental Eye. *Domains:* Air (turn or destroy earth creatures, rebuke or command air creatures); Evil (cast evil spells at 5th level).

Possessions: Ochre robes, *dust of illusion*, divine scroll of *bless magic weapon*, *doom* and *cure moderate wounds*, divine scroll of *bear's endurance*, *angury* and *darkness*, masterwork heavy mace, full plate armor, *heavy* steel shield, light crossbow, 10 bolts, 131 gp, air temple symbol, *lesser key of air*.

[Choranth is typically found in area 74 of the air temple. \(page 63\).](#)

Choranth's Insanity score of 2 was not factored into her Will save. With an effective Wisdom of 15, it should only be +6.

Claaginred: Large gargoyle; CR 6; Large [monstrous humanoid](#) (earth); HD 8d8+51; hp 87; Init +1; Spd 40 ft., fly 60 ft. (average); AC 16, touch 10, flat-footed 15; **Base Atk +8; Grp +18;** Atk +13 melee (1d6+6, 2 claws) and +11 melee (1d8+3, bite) and +11 melee (1d8+3, gore); Space/Reach 10 ft./10 ft.; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +8, Ref +7, Will +7; Str 23, Dex 12, Con 22, Int 6, Wis 12, Cha 7.

Skills and Feats: Hide +4*, Listen +5, Spot +5; [Flyby Attack](#), Multattack, [Toughness](#).

*+8 racial bonus near background of stone

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

[Claaginred is typically found in area 85 \(page 65\).](#)

Highlighted changes are against the stats implied by the advancement comment on p. 65 of the adventure. Weapon Finesse has changed to Toughness for gargoyles in v3.5. Flyby Attack was chosen as his advancement feat.

Fachish: Male human Clr7; CR 7; Medium humanoid (human); HD 7d8 +14; hp 50; Init -1; Spd 20 ft.; AC 21, touch 9, flat-footed 21; Base Atk +5; Grp +6; Atk +7 melee (1d8+1, masterwork morningstar) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7 melee (1d8+1, masterwork morningstar) or +5 ranged (1d8/19-20, masterwork light crossbow); SA Rebuke undead 3/day; SQ Insanity; AL CE; SV Fort +7, Ref +3, Will +6; Str 12, Dex 9, Con 14, Int 12, Wis 16 (13*), Cha 11.

[* Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +12, Heal +9, Knowledge (religion) +11, Listen +3, Spellcraft +11, Spot +4; Alertness, Lightning Reflexes, Point Blank Shot, Quick Draw.

Insanity (Ex): Insanity score 3. Wis 19 for bonus spells and DCs; Wis 13 for all other Wis-based checks.

Rebuke Undead: [Fachish gains a +2 synergy bonus on Rebuke Undead checks because he has 5 ranks in Knowledge \(religion\).](#)

Spells Prepared (6/6/5/4/3; save DC 14 +spell level): 0- *cure minor wounds, detect magic, guidance, light, read magic, resistance*; 1st- *bless, cause fear (2), command (2), lesser confusion**; 2nd- *bear's endurance, cure moderate wounds, hold person, resist energy, wind wall**; 3rd- *bestow curse, blindness/deafness, gaseous form*, summon monster III*; 4th- *air walk, confusion*, dismissal*.

*Domain spell. *Deity:* Elder Elemental Eye. *Domains:* Air (turn or destroy earth creatures, rebuke or command air creatures); Madness (1/day add Insanity score to Wis-based roll).

Possessions: Ochre robes, *wand of divine favor* (25 charges), *wand of inflict light wounds* (20 charges), divine scroll of *raise dead* and *cure critical wounds*, masterwork morningstar, +1 full plate armor, +1 *heavy* steel shield, masterwork light crossbow, 10 bolts, 22 gp, 23 sp, 150 gp gold ring, air temple symbol, *lesser key of air*.

[Typically found in area 73 \(page 61-62\).](#)

Fachish has an extra 2nd-level spell prepared so *darkness* has been removed. has been removed.

Kellial: Male human Ftr7; CR 7; Medium humanoid (human); HD 7d10 +14; hp 57; Init +1; Spd 20 ft.; AC 21, touch 10, flat-footed 21; Base Atk +7; Grp +10; Atk +12 melee (1d8+6/19-20, +1 longsword) or +9 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +12/+7 melee (1d8+6/19-20, +1 longsword) or +9/+4 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); AL CE; SV Fort +8, Ref +4, Will +3; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 11.

Skills and Feats: Climb +6, Jump +10, Listen +4, Ride +5, Spot +4; *Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.*

Possessions: +1 half-plate (black), +1 *heavy* steel shield, +1 longsword, masterwork mighty composite longbow (+3 Str bonus), 20 arrows, cloak of resistance +1 (black), potion of cat's grace, potion of cure moderate wounds, key to door to area 82a in the Crater Ridge Mines.

[Kellial is typically found in area 78 \(page 64\).](#)

Poolidib (whip): Male kuo-toa Clr5; CR 7; Medium-size monstrous humanoid (aquatic); HD 7d8+14; hp 48; Init +0; Spd 20 ft., swim 50 ft.; AC 20, touch 10, flat-footed 20; Base Atk +5; Grp +6; Atk +6 melee (1d8+1, heavy mace) or +6 melee (1d4+1, bite); Full Atk +6 melee (1d8+1, heavy mace) and +1 melee (1d4, bite); SA Rebuke undead 2/day; SQ Adhesive, amphibious, immunity to

poison and paralysis, insanity, keen sight, light blindness, [resistance to electricity 10](#), slippery; AL NE; SV Fort +8, Ref +4, Will +8; Str 13, Dex 10, Con 14, Int 13, Wis 14 (12*), Cha 8.

[* Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +6, Escape Artist +6, Heal +6, Knowledge (religion) +6, Listen +8, Move Silently +3, Search +10, Spellcraft +2, Spot +10, *Swim +5*; Alertness, *Blind-Fight*, Great Fortitude, Still Spell.

Adhesive (Ex): On a failed melee attack, attacker must succeed on a Ref save (DC 14), or a weapon sticks to Poolidib's shield and is yanked from wielder's grasp.

Amphibious (Ex): Although Poolidib breathes by means of gills, he can survive indefinitely on land.

Insanity (Ex): Insanity score 2. Wis 16 for bonus spells and DCs; Wis 12 for all other Wis-based checks.

Keen Sight (Ex): Poolidib spots a moving object or creature even if it is [invisible or ethereal](#).

Light Blindness (Ex): Poolidib is blinded for 1 round by abrupt exposure to bright light (such as sunlight or a *daylight* spell). [On subsequent rounds, he is dazzled \(-1 on attack, Spot, and Search\) while operating in bright light.](#)

Rebuke Undead: [Poolidib gains a +2 synergy bonus on Rebuke Undead checks because he has 5 ranks in Knowledge \(religion\).](#)

Slippery (Ex): Not affected by webs or other forms of confinement.

Spells Prepared (5/5/4/3; save DC 13 +spell level): 0- *cure minor wounds, detect magic, read magic, resistance (2)*; 1st- *command (2), cure light wounds, obscuring mist*, protection from good*; 2nd- *bear's endurance, bull's strength, hold person, Tharizdun's touch**; 3rd- *cure serious wounds, stilled hold person, rage**.

*Domain spell. *Deity:* Elder Elemental Eye. *Domains:* Madness (1/day add Insanity score to Wis-based roll); Water (turn or destroy fire creatures, rebuke or command water creatures).

Possessions: *Ring of protection +2, stone save, heavy* wooden shield, heavy mace, 12 pp, water temple symbol.

[Typically found in area 90 \(page 67\).](#)

Kuo-toas don't spot astral creatures any more with keen sight in v3.5

Poolidib doesn't qualify for Dodge, so it was replaced with Blind-Fight. He didn't get a stat increase in the adventure, so his Con is one higher here. His Will save was one too high (likely forgot his insanity) and his AC was 2 too low (likely forgot his ring).

CRM – Map F

Tarren: Male human Drd8; CR 8, Medium humanoid (human); HD 8d8; hp 35; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +6; Grp +5; Atk +6 melee (1d6-1/18-20, masterwork scimitar); Full Atk +6/+1 melee (1d6-1, masterwork scimitar); SQ *Animal companion, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (Small, Medium, Large, 3/day)*; AL NE; SV Fort +6, Ref +6, Will +8; Str 9, Dex 15, Con 10, Int 13, Wis 14, Cha 17.

Skills and Feats: *Diplomacy +14, Handle Animal +14, Heal +15, Knowledge (nature) +16, Profession (herbalist) +13, Ride +4, Survival +15; Brew Potion, Dodge, Lightning Reflexes, Track.*

Wild Empathy (Ex): Tarren can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+11, or 1d20+5 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Spells Prepared (6/5/4/3/2; save DC 12 +spell level): 0-*create water, detect magic, guidance, know direction, light, resistance, 1st-calm animals, cure light wounds, endure elements, magic fang, pass without trace, 2nd-barkskin, flame blade, heat metal, bear's endurance*; 3rd-*cure moderate*

wounds, greater magic sang, protection from [energy](#); 4th-dispel magic, flame strike.

Possessions: +2 leather armor, periapt of proof against poison, potion of cure light wounds, potion of lesser restoration, potion of neutralize poison, potion of poison, masterwork scimitar.

[Tarren is typically found in his fungi grove, area 102 of the CRM \(page 70\).](#)

speak with animals dropped to 1st level so bear's endurance (newly available to druids) is substituted in.

Animal Empathy is no longer a skill in v3.5. Tarren's ranks in Animal Empathy have been moved to Diplomacy, now a Druid class skill, which is used together with the wild empathy class ability to achieve the same ends.

Tarren has a range attack modifier listed in his original stat block but no damage or weapon afterwards. Also no ranged weapons were listed in his inventory, so I have removed the reference from the stat block. Alternatively a light crossbow can be added but it is doubtful Tarren will use it with his spell casting taking priority.

DMs may want to consider switching Tarren's +2 leather armor (4160gp) for +1 dragonhide plate (4300 gp and not available in v3.0) to match the text's description of him more closely. In that case Tarren's AC will improve to 20, touch 11, flat-footed 19 and his move change to 20'.

The *periapt of proof against poison*'s effect has changed from a +4 luck bonus on saves versus poison to complete invulnerability to poison. Along with this, its price has increased considerably from 4,000 gp to 27,000 gp. Our best suggestion is to keep Tarren's item's function and price the same as v3.0 and create a new name for it: *periapt of poison resistance*. The price for such an item is not clearly defined in v3.5 since "Save bonus (limited)" is no longer in the pricing table. 4,000 gp is probably a lower limit with 8,000 gp being reasonable as a high limit since the bonus being applied is of type luck, not resistance. This bonus will stack with that more common bonus type. See the v3.5 Table: *Estimating Magic Item Gold Piece Values*, DMG pg. 285. The prerequisite spell for this item should probably be changed to *delay poison*.

CRM – Map G

Arlainth: Male half-elf Sor6; CR 6; Medium-size humanoid (half-elf); HD 6d4; hp 20; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; [Base Atk +3; Grp +1; Atk +1 melee \(1d4-2/19-20, dagger\)](#) or +4 ranged (1d8/19-20, light crossbow); Full Atk +1 melee (1d4-2/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); SQ Immune to sleep, low-light vision, +2 bonus on saves against enchantment effects; AL CE; SV Fort +2, Ref +3, Will +6; Str 6, Dex 13, Con 11, Int 14, Wis 12, Cha 18.

Skills and Feats: [Craft \(alchemy\) +10](#), Knowledge (arcana) +6, Listen +6, Search +3, Spellcraft +10, Spot +6; Brew Potion, Run, Spell Focus (Evocation).

Spells Known (6/7/6/4; save DC 14 +spell level): 0- *detect magic, detect poison, light, mage hand, prestidigitation, read magic, resistance*; 1st- *burning hands**, *expeditious retreat, mage armor, magic missile*; 2nd- *flaming sphere*, Melf's acid arrow; 3rd- fireball**

*Because of Spell Focus (Evocation), the save DC against these spells is 15+spell level.

Possessions: *wand of fireball* (6th-level caster, 14 charges), dagger, light crossbow, 10 crossbow bolts, arcane scroll of *invisibility, potion of cure serious wounds, potion of darkvision, potion of eagle's splendor*

[Arlainth is typically found in Area 113 \(page 73\).](#)

Firre Oranac: Male gnome Ftr3/Clr4; CR 7; Small humanoid (gnome); HD 3d10+9 plus 4d8+12; hp 58; Init +7; Spd [15 ft.](#); AC

22, touch 13, flat-footed 20; [Base Atk +6; Grp +4; Atk +11](#) melee ([1d4+3/19-20, +1 short sword](#)) or +11 ranged ([1d4+2/x3, composite shortbow \[+1 Str bonus\]](#)); Full Atk [+11/+6](#) melee ([1d4+3/19-20, +1 short sword](#)) or +11/+6 ranged ([1d4+2/x3, composite shortbow \[+1 Str bonus\]](#)); SA Rebuke undead 2/day; SQ Insanity, low-light vision, speak with burrowing animals 1/day, +2 bonus on saves against illusions, +1 bonus on attacks against kobolds and goblinoids, +4 dodge bonus against giants; AL CE; SV Fort +11, Ref +6, Will +7; Str 12, Dex 16, Con 17, Int 11, Wis 15, Cha 9.

Skills and Feats: Climb +3, Concentrate +8, Hide +2, Knowledge (religion) +5, Listen +7; Dodge, Improved Initiative, Mobility, Point Blank Shot, Weapon Focus (short sword).

Insanity (Ex): Insanity score 2. Wis 17 for bonus spells and DCs; Wis 13 for all other Wis-based checks.

Spells Prepared (5/5/4; save DC 13 +spell level): 0- *cure minor wounds, detect magic, guidance, read magic, resistance*; 1st- *burning hands*, command, cure light wounds (2), divine favor*; 2nd- *bull's strength, hold person, produce flame*, spiritual weapon*.

*Domain spell. *Deity:* Elder Elemental Eye. *Domains:* Evil (cast evil spells at 5th level); Fire (turn or destroy water creatures, rebuke or command fire creatures).

[~ +1 DC for all illusion spells cast by Firre.](#)

Possessions: +1 [Small short sword](#), +1 [Small chainmail](#), +1 [Small heavy steel shield, amulet of health +2](#), [Small composite shortbow \(+1 Str bonus\)](#), 20 arrows, fire temple symbol, *lesser key of fire*, pair of keys (for chest in area 118 of the Crater Ridge Mines), 3 doses of deathblade poison (Fort save DC 20; 1d6 Con / 2d6 Con).

[Usually found in area 119 \(page 74\).](#)

Firre lost his cantrips because they are now Cha-based and he doesn't fulfill the Cha 10 prerequisite.

Demonstone bonuses are included in the stat block above. Subtract 1 from his grapple, weapon attack modifiers and damage, saving throws, and skill modifiers if he is no longer influenced by the stone.

Due to v3.5 changes in weapon size, Firre's damage is down a little. However, he could be upgraded to a longsword and longbow to restore his original damage potential.

Jurrikath Musseloto: Male human Brd5; CR 5; Medium-size humanoid (human); HD 5d6+5; hp 32; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; [Base Atk +3; Grp +3; Atk +5 melee \(1d3 nonlethal\)](#) or +5 ranged; Full Atk +3 melee (1d3 [nonlethal](#)) and +3 melee (1d3 [nonlethal](#)) or +5 ranged; SQ Bardic knowledge +7, bardic music (countersong, *fascinate, inspire courage +1, inspire competence*); AL NG; SV Fort +2, Ref +6, Will +6; Str 11, Dex 15, Con 12, Int 14, Wis 14, Cha 15.

Skills and Feats: Bluff +10, Decipher Script +10, Diplomacy +14, Hide +10, Intimidate +4, Move Silently +10, Perform ([sing](#)) +10, Sense Motive +10; [Two-Weapon Defense](#), Two-Weapon Fighting, [Weapon Finesse](#).

Spells Known (3/4/2; save DC 12 +spell level): 0- *detect magic, ghost sound, light, mending, prestidigitation, read magic*; 1st- *charm person, grease, hypnotism, sleep*; 2nd- *cure moderate wounds, minor image, suggestion*.

Possessions: None. (Jurrikath's personal belongings have been scattered among his former captors; Firre has none of them.)

[Jurrikath is typically found in area 119 \(page 74\).](#)

Ambidexterity is included in Two-Weapon Fighting.

Mage armor isn't a bard spell anymore. I replaced it with *hypnotism*, but every spell on the list is as good as this.

For the free feat I took Two-Weapon Defense, because it matches with his Two-Weapon style.

Skassik: Male salamander Ftr1/Blk3; [CR 10](#); Medium-size outsider (Extraplanar, Fire); HD [9d8 +18](#) plus 4d10 [+8; hp 93](#); Init +1; Spd

15 ft.; AC 24, touch 10, flat-footed 24; [Base Atk +13; Grp +15](#); Atk [+17](#) melee (2d6+3/19-20 plus 1d6 fire, barbed masterwork greatsword) or [+15](#) melee (2d6+3 plus 1d6 fire, tail slap); Full Atk [+17/+12/+7](#) melee (2d6+3/19-20 plus 1d6 fire, barbed masterwork greatsword) and [+13](#) melee (2d6+1 plus 1d6 fire, tail slap); [Reach 5 ft. \(10 ft. with tail\)](#); SA Command undead 5/day, constrict 2d6+1 and 1d6 fire, [improved grab](#), poison, smite good (1/day, +2 attack, +3 damage); SQ Blackguard abilities, [damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold](#); AL CE; SV Fort +13, Ref [+8](#), Will [+9](#); Str [15](#), Dex 13, Con [14](#), Int 14, Wis 15, Cha 14.

Skills and Feats: [Craft \(blacksmithing\) +18](#), Escape Artist +4, [Hide +6](#), [Intimidate +8](#), [Knowledge \(religion\) +10](#), [Listen +16](#). Move Silently +8, [Search +14](#), [Spot +16](#); Alertness, Cleave, Multiattack, [Improved Sunder](#), Power Attack, [Weapon Focus \(greatsword\)](#).

Blackguard Abilities: Detect good at will, aura of despair (enemies within 10 ft. suffer [-2 penalty](#) on all saves).

Constrict (Ex): Skassik deals automatic tail slap damage (including fire damage) with a successful grapple check against creatures up to Large size.

Improved Grab (Ex): Skassik must hit a creature of up to Large size with his tail slap attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

Poison: Giant wasp poison. Fort save DC 18; 1d6 Dex/ 1d6 Dex.

Rebuke Undead: Skassik gains a +2 synergy bonus on Rebuke Undead checks because he has 5 ranks in Knowledge (religion).

Vulnerability to cold: Skassik takes half again as much (+50%) damage as normal from cold effects.

Spells Prepared (2/1; save DC 12 +spell level): 1st- [cause fear](#), [cure light wounds](#) 2nd- [bull's strength](#).

Possessions: Bright red half-plate armor, barbed masterwork greatsword, [ring of feather falling](#) giant wasp poison (2 doses).

[Skassik is typically found in area 115 of the Crater Ridge Mines. \(page 73\)](#)

Skassik was real work. I took the average salamander as base creature, because old salamander corresponds to old average salamander, so the HD increases to 9d8. Also they changed Con to 14, which increases his average hp to 88 (I added the 5 hp difference to average hp from the old Skassik, so he has 93 hp). Maybe we should decrease his HD to 8d8?

Skills in the *Monster Manual* of the salamanders are wrong, so I took the skills of the Flamebrother as class skills and all others as cross-class, with 120 skillpoints only for the 9d8 salamander we have nearly every skill boosted. Cleave is also added here as a base feat as average salamanders are missing one in the MM right now.

Note that the Fire subtype now has the special qualities immunity to fire and vulnerability to cold.

Skassik will likely need to be tweaked again after WotC releases an errata for salamanders. It's possible that he won't fulfill Blk with only one level of Ftr (he misses one feat) then and will need a rewrite to Ftr2/Blk2 at least.

Tessimon: Female human Clr9; CR 10, Medium-size humanoid (human); HD 9d8 +18; hp 61; Init -1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; [Base Atk +6; Grp +9 \(with demonic right arm\)](#); Atk +11 melee (1d8+3, masterwork heavy mace with demonic right arm) or +9 melee (6, 3 tentacles from [lesser tentacle rod](#)) or +5 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (1d8+3, masterwork heavy mace with demonic right arm) or +9 melee (6, 3 tentacles from [lesser tentacle rod](#)) or +5 ranged (1d8/19-20, light crossbow); SA Demonic right arm, rebuke undead 5/day; SQ

Insanity; AL CE; SV Fort +8, Ref +2, Will [+7](#); Str 12, Dex 9, Con 14, Int 14, Wis 16, Cha 14.

Skills and Feats: Concentration +14, Heal +[13](#), Knowledge (religion) +14, Profession (herbalist) +[13](#), Spellcraft +14; Brew Potion, Empower Spell, Scribe Scroll, Toughness, Weapon Focus (heavy mace).

Demonic Right Arm (Ex): A demonic right arm is muscular and sinewy, with a large clawed hand. When using the arm, the character's Str is treated as 4 points higher. It can make attacks against the character's enemies with the character's best attack bonus, inflicting 1d6 points of damage plus the character's Str bonus. (See the sidebar Drawbacks to Demonic additions, page 115, for more information.)

Insanity (Ex): Insanity score 4. Wis 20 for bonus spells and DCs; Wis 12 for all other Wis-based checks.

Rebuke Undead: Tessimon gains a +2 synergy bonus on Rebuke Undead checks because she has 5 ranks in Knowledge (religion).

Spells Prepared (6/7/6/5/4/3; save DC 16 +spell level): 0- [cure minor wounds](#) (2), [guidance](#), [read magic](#), [resistance](#) (2); 1st- [burning hands*](#), [command](#) (2), [divine favor](#), [entropic shield](#), [protection from good](#), [shield of faith](#); 2nd- [bear's endurance](#), [cure moderate wounds](#), [death knell](#), [produce flame*](#), [silence](#), [spiritual weapon](#); 3rd- [blindness/deafness](#), [dispel magic](#), [magic circle against good*](#), [magic vestment](#), [protection from energy](#); 4th- [cure critical wounds](#), [divine power](#); [summon monster IV](#), [unholy blight*](#); 5th- [flame strike](#), [fire shield*](#), [spell resistance](#).

*Domain spell. *Deity:* Elder Elemental Eye. *Domains:* Evil (cast evil spells at 10th level); Fire (turn or destroy water creatures, rebuke or command fire creatures).

Possessions: Ochre robes, [lesser tentacle rod](#), [potion of heroism](#), divine scroll of [raise dead](#), [flame strike](#), and [cure moderate wounds](#), divine scroll of [flame strike](#) and [cure moderate wounds](#), masterwork heavy mace, masterwork full plate armor, [heavy](#) steel shield, light crossbow, 10 bolts, fire temple symbol, [lesser key of fire](#).

[Tessimon is typically found in area 120 of the CRM. \(page 74/75\)](#)

Virith: Female elf War4; CR 3; Medium-size humanoid (elf); HD 4d8; hp 20; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; [Base Atk +4; Grp +7](#); Atk +8 melee (1d8+[3](#)/19-20, masterwork longsword) or +8 ranged (1d8+3/x3, masterwork mighty composite longbow [+3 Str bonus]); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +8 ranged (1d8+3/x3, masterwork mighty composite longbow [+3 Str bonus]); SQ immune to [sleep](#), low-light vision, +2 bonus on saves against enchantment effects; AL CE; SV Fort +4, Ref +4, Will +1; Str 16, Dex 16, Con 11, Int 9, Wis 10, Cha 12.

Skills and Feats: Intimidate +5, Jump +5, Listen +2, [Ride](#) +4, Search +1, Spot +2; Point Blank Shot, Precise Shot.

Possessions: Masterwork composite longbow (+3 Str bonus), [20 arrows](#), [mithral shirt](#), masterwork longsword, [potion of blur](#), [potion of bear's endurance](#), [Quaal's feather token \(bird\)](#), [small belt pouch with 140 gp](#).

[Virith is typically found in room C107 as guard for the Fire Temple \(page 71\)](#)

Masterwork arrows changed into normal arrows, because bonuses of ammunition and ranged weapon doesn't stack anymore.

I suggest, we change the arrows, because Virith wouldn't use them (normal arrows are cheaper...). To compensate the gold value, we added a pouch with 140 gp.

Zert: Male human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10 +8; hp 52; Init +6; Spd 20 ft.; AC 17, touch 10, flat-footed 17; [Base Atk +8; Grp +11](#); Atk +13 melee (1d6+6/[17-20](#) plus 1d6 fire, +1 [flaming short sword](#)) or +14 melee (1d6+5/[17-20](#),

sword of fire); Full Atk +11/+6 melee (1d6+6/[17-20](#) plus 1d6 fire, +1 flaming short sword) and [+12](#) melee (1d6+5/[17-20](#), *sword of fire*); AL CE; SV Fort +7, Ref +4, Will +1; Str 17, Dex 15, Con 12, Int 13, Wis 9, Cha 10.

Skills and Feats: Climb +7, Handle Animal +7, Jump [+1](#), Ride [+6](#), Swim +0; Cleave, Dodge, [Great Cleave, Improved Critical \(short sword\)](#), Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: *sword of fire*, +1 flaming shortsword, potion of *bear's endurance*, half-plate armor, *lesser key of fire*, iron key (opens chest in area 116 of the Crater Ridge Mines).

[Zert is usually found in area C116 \(page 73\) but also wanders around in the whole temple area.](#)

Ambidexterity is now included in Two-Weapon Fighting so Zert gets a replacement feat, so I added Great Cleave. Zert does not meet the Dex prerequisite for Improved Two-Weapon Fighting, which has been replaced by Improved Critical.

CRM – Map H

Note: Eeridik separately in each of his forms below. The adventure only presents him in hybrid form, but there are significant changes in v3.5 for lycanthropes, so we provide the full stat blocks. In all versions, the changes noted are against the v3.0 hybrid included in the adventure. Read the notes for each form carefully for some suggestions on how to use him under the revision.

Eeridik: Male Human Wererat Sor8; Medium [humanoid \(human, shapechanger\) Human Form](#); CR 10; [HD 8d4+16 plus 1d8+3; hp 43; Init +1](#); Spd 30ft; [AC 14, touch 10, flat-footed 14; Base Atk +4; Grp +4; Atk +5 melee \(1d4+1/19-20, +1 dagger\) or +4 ranged \(1d4+1/19-20, +1 dagger\); Full Atk +5 melee \(1d4+1/19-20, +1 dagger\) or +4 ranged \(1d4+1/19-20, +1 dagger\)](#); SA -; SQ Alternate form, rat empathy, low-light vision, scent; Space/Reach 5/5; AL LE; [SV Fort +6, Ref +3, Will +13; Str 10, Dex 8, Con 14, Int 13, Wis 16, Cha 16.](#)

Skills and Feats: [Climb +11](#), Concentration +[13](#), [Craft \(alchemy\) +12](#), Diplomacy +5, Listen +[5](#), Sense Motive +7, Spellcraft +12, Spot +[5](#), [Swim +8; Alertness](#), Brew Potion, Combat Casting, Dodge, [Iron Will](#), Mobility, [Silent Spell](#), [Weapon Finesse](#).

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0th - *arcane mark*, *detect magic*, *detect poison*, *mage hand*, [message](#), *open/close*, *read magic*, *resistance*; 1st - [disguise self](#), *expeditious retreat*, [identify](#), *magic missile*, *shield*; 2nd - [bear's endurance](#), *bull's strength*, *cat's grace*; 3rd - *baste*, *lightning bolt*; 4th - *stoneskin*.

[Alternate Form \(Su\):](#) Eeridik can assume a bipedal hybrid form or the form of a dire rat.

Rat Empathy (Ex): Eeridik can communicate and empathize with rats and dire rats, which gives him a +4 racial bonus on Charisma-based checks when trying to influence their attitude.

Possessions: Bracers of armor +2, +1 dagger, ring of protection +1, wand of *arcane lock* (11 charges), arcane scroll of *greater invisibility*.

[Eeridik can be found in his chamber \(C139\) but commands the whole Eastern Bridge Complex.](#)

All lycanthropes' wisdom increases by 2 and gain Iron Will.

The ability gains (Dex +6, Con +2) only apply to the hybrid and animal forms.

Eeridik cannot use Dodge or Mobility in human form because he does not qualify for the prerequisites in that form, but he can still take the feats.

Eeridik cannot use Curse of lycanthropy in human form, at all. Moreover.

His points are calculated much differently in v3.5. Also, the HD from rat now counts, and actually adds a feat. This is very

useful, but it somewhat negates the biggest nerf from v3.5, that he cannot cast spells with verbal components in hybrid form.

The DR does not apply in human form.

Message is now a 0th level spell, so I replaced *ghost sound* with it (I thought it more useful in his position), and added *identify*. Alternatively, you could just replace *message* with a 1st level spell of your choice, such as *ventriloquism*.

Stoneskin requires a very expensive component, but Eeridik does not have it listed in his possessions. If the PCs see him cast *stoneskin* or knows he has cast it, they will be looking through his possessions for the diamonds. I suggest adding 2-3 uses of diamond dust (250gp each) to his possessions. He will probably use it once on Tac and save the remaining two 4th level slots for *silent lightning bolts* while in hybrid form (similar DR).

Eeridik : Male Human Wererat Sor8; Medium [humanoid \(human, shapechanger\) Hybrid Form](#); CR 10; [HD 8d4+16 plus 1d8+3; hp 43; Init +2](#); Spd 30ft; [AC 18, touch 13, flat-footed 16; Base Atk +4; Grp +4; Atk +7 melee \(1d4+1/19-20, +1 dagger\) or +6 melee \(1d4, claw\) or +7 ranged \(1d4+1/19-20, +1 dagger\); Full Atk +7 melee \(1d4+1/19-20, +1 dagger\) and +1 melee \(1d6 plus disease, bite\) or +6 melee \(1d4, 2 claws\) and +1 melee \(1d6 plus disease, bite\) or +7 ranged \(1d4+1/19-20, +1 dagger\); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, \[damage reduction 10/silver\]\(#\), low-light vision, scent; Space/Reach 5/5; AL LE; SV \[Fort +7, Ref +6, Will +13\]\(#\); Str 10, Dex 14, Con 16, Int 13, Wis 16, Cha 16.](#)

Skills and Feats: Climb +[13](#), Concentration +14, [Craft \(alchemy\) +12](#), Diplomacy +5, Listen +[5](#), Sense Motive +7, Spellcraft +12, Spot +[5](#), [Swim +10; Alertness](#), Brew Potion, Combat Casting, Dodge, [Iron Will](#), Mobility, [Silent Spell](#), [Weapon Finesse](#).

Spells Known (6/7/7/6/3; base DC = 13 + spell level): 0th - *arcane mark*, *detect magic*, *detect poison*, *mage hand*, [message](#), *open/close*, *read magic*, *resistance*; 1st - [disguise self](#), *expeditious retreat*, [identify](#), *magic missile*, *shield*; 2nd - [bear's endurance](#), *bull's strength*, *cat's grace*; 3rd - *baste*, *lightning bolt*; 4th - *stoneskin*.

[Alternate Form \(Su\):](#) Eeridik can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by Eeridik's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): *Filth fever*; bite, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Rat Empathy (Ex): Eeridik can communicate and empathize with rats and dire rats, which gives him a +4 racial bonus on Charisma-based checks when trying to influence their attitude.

Possessions: Bracers of armor +2, +1 dagger, ring of protection +1, wand of *arcane lock* (11 charges), arcane scroll of *greater invisibility*.

[Eeridik can be found in his chamber \(C139\) but commands the whole Eastern Bridge Complex.](#)

Eeridik cannot inflict the curse of lycanthropy through the dagger. It can only be done through the bite.

Eeridik cannot cast spells with verbal components in hybrid form. This is why I chose Silent Spell as the bonus feat. A suggested house rule in this respect is to allow Natural Spell to work for lycanthropes. If you do, then that is far preferable to Silent Spell.

It is assumed Eeridik is a natural lycanthrope because he can control his form. This now plays an important point because it determines how much DR he gets.

Eeridik: Male Human Wererat Sor8; [Small Humanoid \(human, shapechanger\) Dire Rat Form](#); CR 10; [HD 8d4+16 plus 1d8+3; hp 43; Init +2; Spd 40ft, Climb 20ft; AC 16, touch 13, flat-footed 14; Base Atk +4; Grp +0; Atk +7 melee \(1d4 plus disease, bite\); Full](#)

Atk +7 melee (1d4 plus disease, bite); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, lowlight vision, scent; Space/Reach 5/5; AL LE; SV Fort +7, Ref +6, Will +13; Str 10, Dex 14, Con 16, Int 13, Wis 16, Cha 16.

Skills and Feats: Climb +13, Concentration +14, Craft (alchemy) +12, Diplomacy +5, Hide +6, Listen +5, Sense Motive +7, Spellcraft +12, Spot +5, Swim +10; Alertness, Brew Potion, Combat Casting, Dodge, Iron Will, Mobility, Silent Spell, Weapon Finesse.

Alternate Form (Su): Eeridik can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by Eeridik's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever, bite, Fortitude DC 16, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Rat Empathy (Ex): Eeridik can communicate and empathize with rats and dire rats, which gives him a +4 racial bonus on Charisma-based checks when trying to influence their attitude.

Eeridik can be found in his chamber (C139) but commands the whole Eastern Bridge Complex.

Eeridik cannot cast spells with verbal or somatic components in rat form. With his bonus feat, I gave him Silent Spell. You might consider replacing Dodge and Mobility with Still Spell and Eschew Materials if you want him to cast spells in Dire Rat form.

Reokallitan: Male Troglodyte Rog3/Clr4; CR 8; Medium humanoid (reptilian); HD 6d8+6 plus 3d6+3; hp 49; Init +2; Spd 20ft (base 30ft); AC 25, touch 11, flat-footed 24; Base Atk +6; Grp +7; Atk +8 melee (1d6+2/19-20, +1 short sword) or +9 ranged (1d6+1, javelin); Full Atk +6/+1 melee (1d6+2/19-20, +1 short sword) and +6 melee (1d6/19-20, masterwork short sword) and +5 melee (1d4, bite) or +7 melee (1d4+1, 2 claws) and +5 melee (1d4, bite) or +9 ranged (1d6+1, javelin); SA Rebuke undead 4/day, sneak attack +2d6, stench; SQ Darkvision 60ft, (evasion), insanity, trapfinding, trap sense +1; Space/Reach 5/5; AL NE; SV Fort +9, Ref +6, Will +6; Str 13, Dex 15, Con 12, Int 11, Wis 15 (13*), Cha 12.

* Adjusted to take insanity into account.

Skills and Feats: Balance -1, Bluff +4, Concentration +5, Disable Device +3, Hide +7*, Knowledge (religion) +4, Listen +8, Move Silently -1, Search +3, Spot +4; Ability Focus (stench). Multiattack, Scribe Scroll, Two Weapon Fighting, Weapon Focus (javelin). *In rocky or underground settings, this bonus improves to +8.

Stench (Ex): When Reokallitan is angry or frightened, he secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of him must succeed on a DC 14 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Insanity (Ex): Insanity score 2. Wis 17 for bonus spells and DCs; Wis 13 for all other Wis-based checks.

Spells Prepared (5/5/4; base DC = 13 + spell level): 0th- cure minor wounds, detect magic, detect poison, guidance, resistance; 1st- bane, command, cure light wounds (2), lesser confusion*, 2nd- bear's endurance, bull's strength, summon monster II, Tharizdun's touch*.

* Domain spell. *Deity:* Elder Elemental Eye. *Domains:* Earth (turn or destroy air creatures, rebuke or command earth creatures); Madness (1/day add Insanity score to Wis-based roll).

Possessions: +1 short sword, divine scroll of summon monster II, divine favor, and bless, masterwork short sword, 4 javelins, full plate armor, curved knife, 21gp, 120gp gold bracelet, earth temple symbol, lesser key of earth.

Reokallitan is typically found in the Guest Room (C147) of the Eastern Bridge Complex (page 84).

No ambidexterity in v3.5, so he gains a feat. I chose Ability Focus (stench) signifying that Reokallitan smells particularly bad, even to other troglodytes. An alternative choice for a feat is Quick Draw, which would be very useful for a two weapon wielding rogue with a BAB of +6.

Reo had some unspent skill ranks from his Cleric levels. These went into bringing his Hide back up to +7 (trolls lost a point in this for v3.5) and Listen.

With his armor, he cannot use evasion. Also, rogues now do not get uncanny dodge until 4th level, so his flat-footed AC changed.

Tac: Male Human Mnk9; CR 9; Medium humanoid (human); HD 9d8+18 (hp 78); Init +3; Spd 60 ft.; AC 20, touch 17, flat-footed 17; Base Atk +6; Grp +7; Atk +9 melee (1d10+1, unarmed strike); Full Atk +9/+9/+4 melee (1d10+1, flurry of blows); SA Monk abilities; SQ Monk abilities; AL CE; SV Fort +8, Ref +9, Will +8; Str 13, Dex 16, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats: Balance +17, Climb +13, Hide +15, Jump +27, Listen +12, Move Silently +15, Spot +8, Tumble +17; Alertness, Deflect Arrows, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Weapon Finesse.

Stunning Fist (Ex): 9/day, DC 16.

Monk Abilities: Improved Evasion, Ki Strike (magic), Purity of Body, Slow Fall (40ft), Still Mind, Wholeness of Body.

Possessions: Bracers of armor +2, amulet of natural armor +1, ring of sustenance, ring of protection +1, potion of blur, potion of bull's strength, potion of bear's endurance, potion of darkvision, potion of resist energy (cold).

Tac is occasionally found in his quarters (C140) but is likely roaming the Eastern Bridge Complex for potential trouble.

Flurry of blows no imposes no penalty for a 9th level monk, so his attack bonuses went up. He was missing a feat, so Weapon Finesse was added, which also improves his attack rolls.

He also had 2 unspent skill points, which has gone into Spot.

As a v3.5 monk, he gains ki strike (magic), loses 10ft of slow fall, and loses leap of the clouds.

A ring of warmth no longer exists (due to the change in endure elements), so I replaced it with something of similar value (and same slot, ring) and flavor (potion). If the difference in value (about 7500gp) doesn't bother you, then replace the ring of protection and potion with a ring of minor energy resistance (cold).

CRM – Map I

Bugbear Scouts: Male bugbear Rog1; CR 3; Medium humanoid (goblinoid); HD 3d8+3 plus 1d6+1; hp varies (see text); Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Space/reach: 5 ft./5 ft.; SA: Sneak attack +1d6; SQ: Darkvision 60 ft., scent, trapfinding; AL CE; SV Fort +2, Ref +6, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4, Hide +5, Listen +7, Move Silently +9, Spot +7; Alertness, Weapon Focus (morningstar).

Possessions: leather armor, masterwork light wooden shield, morningstar, 2 javelins, potion of *cure moderate wounds*, potion of *invisibility*, pouch with 250gp.

[These scouts are typically encountered in C162 \(page 162\).](#)

Bugbears now have Scent.

The scouts in the text have too many skill points spent. However, adding masterwork to their shields gets them quite close. Dropping Knowledge (religion) pulls them back to having spent 8 points.

Dropped the CR of the scouts from 4 to 3 – bugbears are CR 2 and one level of a PC class is +1 CR at best. Used the average ability scores rather than the elite ones, since this seemed to be the consensus.

Steeran: Female bugbear Wiz5; CR 7; Medium humanoid (goblinoid); HD 3d8+3 plus 5d4+5; hp 34; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; [Base Atk +4; Grp +6](#); Atk +6 melee (1d8+2, morningstar) or +5 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2, morningstar) or +5 ranged (1d6+2, javelin); [Space/Reach: 5 ft./5 ft.; SA spells](#); SQ darkvision 60 ft., [scent](#); AL CE; SV Fort +3, Ref +5 Will +5; Str 15, Dex 12, Con 13, Int 13, Wis 10, Cha 9.

Skills and Feats: Climb [+3](#), Concentration [+8](#), Hide [+4](#), Knowledge (arcana) [+5](#), Listen [+4](#), Move Silently [+6](#), Spellcraft [+5](#), Spot [+4](#); Alertness, [Weapon Focus \(morningstar\)](#), Spell Focus (Evocation).

Spells Prepared (4/4/2/1; save DC 11+spell level): 0 – *daze*, *detect magic*, *ray of frost**, *resistance*; 1st – *charm person*, *magic missile* (2), *shield*; 2nd – *invisibility*, *flaming sphere*; 3rd – *lightning bolt**; *Evocation, [DC+1](#).

Spellbook: 0 – *dancing lights*, *daze*, *detect magic*, *flare*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *alarm*, *charm person*, *identify*, *magic missile*, *shield*; 2nd – *darkness*, *invisibility*, *flaming sphere*, *knock*, *locate object*, *see invisible*; 3rd – *lightning bolt*, *tongues*.

Possessions: bracer of armor +1, wand of *magic missiles* (as 5th-level caster, 25 charges), potion of *fly*, morningstar, gold bracelet with inset garnet (200 gp), pouch with 640 gp.

[Steeran is usually found with Fesad in their lab \(C161, page 87\).](#)

Changes are based on the stats from the original errata by Monte.

Steeran's spellbook is based on the one used by Infiniti2000, except that *darkbolt* has been replaced with *locate object*.

Fesad: Female bugbear Clr5; CR 7; Medium humanoid (goblinoid); HD 3d8+3 plus 5d8+5; hp 46; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; [Base Atk +5; Grp +7](#); Atk +7 melee (1d8+2, morningstar) or +6 ranged (1d6+2, javelin); Full Atk +7 melee (1d8+2, morningstar) or +6 ranged (1d6+2, javelin); [Space/Reach: 5 ft./5 ft.; SA spells](#); SQ darkvision 60 ft., [scent](#); AL CE; SV Fort +6, Ref +5 Will +6; Str 15, Dex 12, Con 13, Int 10, Wis 13, Cha 9.

Skills and Feats: Climb [+4](#), Concentration [+7](#), Heal [+2](#), Hide [+5](#), Knowledge (religion) [+3](#), Listen [+5](#), Move Silently [+7](#), Spot [+5](#); Alertness, [Weapon Focus \(morningstar\)](#), Combat Casting.

Spells Prepared (5/3+1/3+1/1+1; save DC 11+spell level): 0 – *detect magic* (2), *guidance*, *resistance*, *virtue*; 1st – *command*, *doom*, *protection from good**, *sanctuary*, *shield of faith*; 2nd – *bear's endurance*, *shatter**, *sound burst*; 3rd – *contagion*, *magic circle against good**

*Domain spell. Deity: Hruggek. Domains: Chaos (cast chaos spells at 6th level); Evil (cast evil spells at 6th level).

Possessions: +1 *light* wooden shield, cloak of resistance +1, pearl of power (1st level spells), morningstar with blue star sapphire in hilt (900gp), javelin, potion of *cure moderate wounds*, leather armor.

[Fesad is usually found with Steeran in their lab \(C161, pg. 87\).](#)

Kadiss: Male elf Wiz6; CR 6; Medium humanoid (elf); HD 6d4; hp 17; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; [Base Atk +3; Grp +3](#); Atk +4 melee (1d8/19-20, masterwork longsword) or +6 ranged (1d8+1, [+1 longbow](#)) or +7 ranged (1d8+2, [+1 longbow](#) [within 30'](#)); Full Atk +4 melee (1d8/19-20, masterwork longsword) or +6 ranged (1d8+1, [+1 longbow](#)) or +7 ranged (1d8+2, [+1 longbow](#) [within 30'](#)); [Space/Reach: 5 ft./5 ft.](#); SQ Immune to sleep, low-light vision, +2 bonus on saves vs. enchantments; AL NE; SV Fort +2, Ref +4, Will +7; Str 11, Dex 14, Con 11, Int 16, Wis 14, Cha 13.

Skills and Feats: Concentration +9, Knowledge (arcana) +12, Listen [+7](#), Search [+8](#), Spellcraft [+14](#), Spot [+7](#); Point Blank Shot, Precise Shot, Scribe Scroll, Spell Focus (Enchantment), Spell Mastery (*suggestion*, *fly*, *lightning bolt*)

Kadiss has *mage armor*, *shield*, *blur*, and *bear's endurance* in effect upon himself when first encountered in CRM 171. With these spells active: hp: 29; AC [20, touch 12, flat-footed 20](#); SQ 20% miss chance; SV Fort [+4](#); Ref [+4](#); Will +7; Con 15; Concentration +11.

Spells Prepared (4/4/4/3; save DC 13+spell level): 0- *detect magic*, *prestidigitation*, *read magic*, *resistance*; 1st- *mage armor*, *shield*, *sleep**, *magic missile*; 2- *blur*, *bear's endurance*, *see invisibility*, *summon monster II*; 3- *fly*, *lightning bolt*, *tongues*; *Enchantment, [DC+1](#)

Spellbook: 0-all cantrips; 1st- *mage armor*, *magic missile*, *shield*, *sleep*, *summon monster I*; 2nd- *alter self*, *blur*, *darkness*, *bear's endurance*, *mirror image*, *see invisibility*, *shatter*, *summon monster II*; 3rd- *fireball*, *fly*, *lightning bolt*, *summon monster III*, *tongues*.

Possessions: +1 *longbow*, 20 arrows, wand of *summon monster IV* (6 charges), arcane scroll of *summon swarm*, arcane scroll of *detect thoughts*, masterwork longsword.

Kadiss and the elves are first encountered in C171 (page 89), on their way to parley with the bugbears. Subsequently, they will be met in C178 (page 91).

In the adventure, Kadiss only had 39 skill points spent; he should have 45. I added one (cross-class) rank each in listen, search, and spot.

Urolax: Female bugbear Ftr4; CR 6; Medium humanoid (goblinoid); HD 3d8+3 plus 4d10+4; hp 50; Init +1; Spd 20 ft.; AC [21](#), touch 11, flat-footed [20](#); [Base Atk +6; Grp +10](#); Atk +13 melee (1d10+8/19-20, +2 *bastard sword*) or +7 ranged (1d6+4, javelin); Full Atk +13/+8 melee (1d10+8/19-20, +2 *bastard sword*) or +7/+2 ranged (1d6+4, javelin); [Space/Reach: 5 ft./5 ft.](#); SQ darkvision 60 ft., [scent](#); AL CE; SV Fort +6, Ref +5, Will +2; Str 18, Dex 12, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: [Climb +1, Hide -2](#), Jump [-3](#), Listen [+4](#), Move Silently [+0](#), Spot +4; Alertness, Cleave, Exotic Weapon Proficiency (*bastard sword*), Power Attack, Weapon Focus (*bastard sword*), Weapon Specialization (*bastard sword*).

Possessions: +2 *bastard sword*, banded mail, *light* wooden shield, 4 javelins.

Urolax may be encountered in her quarters (C164), but may be anywhere within the bugbears' domain (C161-C171).

Swapped Weapon Focus (morningstar) from the normal bugbear racial feat for Weapon Focus (*bastard sword*) in order to retain the rest of the feats.

CRM – Map J

Kelashein: Female human Clr7; CR 7; Medium humanoid (human); HD 7d8+14; hp 45; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20; [Base Atk +5; Grp +8](#); Atk +10 melee (1d8+3, masterwork heavy mace) or +6 ranged (1d8/19-20, light crossbow); Full Atk same; [Space/Reach: 5 ft./5 ft.](#); SA Rebuke undead 4/day ([+3](#))

/2d6+8); SQ Insanity; AL CE; SV Fort +6, Ref +4, Will +9; Str 16, Dex 10, Con 12, Int 15, Wis 17 ([14*](#)), Cha 13.

* Adjusted to take Insanity into account.

Skills and Feats: Bluff +3, Concentration +11, Heal +13, Hide +2, Knowledge (religion) +10, Listen +5, Spellcraft +12; Iron will, Lightning reflexes, Weapon focus (heavy mace), Weapon focus (light crossbow).

Insanity (Ex): Insanity score [3](#). Wis [20](#) for bonus spells and DCs, Wis [14](#) for all other Wis-based checks.

Spells Prepared (6/6+1/4+1/3+1/2+1); save DC 15+spell level): 0- *cure minor wounds* (2), *guidance* (2), *read magic*, *resistance*; 1st- *command*, *cure light wounds*, *divine favor*, *endure elements*, *obscuring mist*, *protection from good**, *sanctuary*; 2nd- *cure moderate wounds*, *death knell*, *fog cloud**, *silence*, *spiritual weapon*; 3rd- *bestow curse*, *blindness/deafness*, *prayer*, *water breathing**; 4th- *freedom of movement*, *summon monster IV*, *unholy blight**

*Domain spell. **Domains:** Evil (cast evil spells as 8th level), Water (turn or destroy fire creatures, rebuke or command water creatures).

Possessions: Ochre robes, wand of *inflict light wounds* (20 charges), *lens of detection*, divine scroll of *neutralize poison*, masterwork heavy mace, masterwork full plate armor, masterwork large steel shield, light crossbow, 10 bolts, 35gp, coral wreath (200gp), water temple symbol, *lesser key of water*

[Lives in C187, holds court in C185, and presides over ceremonies in C195.](#)

Her Insanity score is 2 in the module; it should be 3. This gives her an additional 1st level spell per day (I chose Sanctuary), and raises her spell DCs by 1.

endure elements is a very different spell now than it was in v3.0, so DMs may wish to replace it with something else.

Kuo-Toa Fighters: Male and female kuo-toa Ftr1; CR 3; Medium monstrous humanoid (aquatic); HD 2d8+2 plus 1d10+1; hp varies (see text); Init +0; Spd 20 ft., swim 50 ft.; AC 20, touch 10, flat-footed 20; [Base Atk +3; Grp +4; Atk +6 melee \(1d6+1, shortspear\)](#) or +4 melee (1d4+1, bite) or +4 ranged (1d6+1, [shortspear](#)); Full Atk +6 melee (1d6+1, [shortspear](#)) and -1 melee (1d4, bite); Space/Reach: 5 ft./5 ft.; SQ Adhesive, amphibious, immunity to poison and paralysis, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; SV Fort +5, Ref +3, Will +5; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

[When the fighters quaff their potions of cat's grace and bull's strength, their stats change as follows: Init +2, AC 22, touch 12, flat-footed 20; Grp +6; Atk +8 melee \(1d6+3, shortspear\) or +6 melee \(1d4+3, bite\) or +4 ranged \(1d6+3, shortspear\); Full Atk +8 melee \(1d6+3, Shortspear\) and +1 melee \(1d4+1, Bite\); SV Ref +5; Str 17, Dex 14.](#)

Skills and Feats: Knowledge (religion) +4, Escape Artist +8, Listen +8, Move Silently +3, Search +8, Spot +11, Swim +6; Alertness, Great Fortitude, Power Attack, Weapon Focus ([shortspear](#)).

Adhesive (Ex): On a failed melee attack, attacker must succeed at a Ref save (DC 14), or a wepon sticks to the kuo-toa's shield and is yanked from the wielder's grasp.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Keen Sight (Ex): Kuo-toas spot a moving object or creature even if it is [invisible or ethereal](#).

Light Blindness (Ex): Blinded for 1 round by abrupt exposure to bright light (such as sunlight or a daylight spell). [Dazzled \(-1 penalty to attack rolls and Search and Spot checks\) in bright light.](#)

Slippery (Ex): Not affected by webs or other forms of confinement.

Possessions: potion of *cure moderate wounds*, potion of *cat's grace*, potion of *bull's strength*, masterwork [shortspear](#), pouch with 50gp, leather armor, [heavy wooden shield](#).

[Found in C197, and accompanying the raid on the fire temple.](#)

These kuo-toa have a level of a PC class, so they should either have the elite stat array or a lower CR.

The halfspear doesn't exist any more so it has been replaced with the shortspear.

Large Skum: CR 5; Large aberration (aquatic); HD 6d8+12; hp varies (see text); Init +3; Spd 20 ft., swim 40 ft.; AC 16, touch 12, flat-footed 13; [Base Atk +4; Grp +18; Atk +13 melee \(3d6+10, bite\) or +8 ranged \(2d6, underwater crossbow\)](#); Full Atk +13 melee (3d6+10, bite) and +11 melee (1d6+5, 2 claws) or +8 ranged (2d6, underwater crossbow); [Space/Reach: 10 ft./10 ft.; SA Rake 1d8+5; SQ Darkvision 60 ft., amphibious; AL LE; SV Fort +5, Ref +5, Will +5; Str 31, Dex 16, Con 15, Int 10, Wis 10, Cha 6.](#)

Skills and Feats: Hide +6*, Listen +6*, Move Silently +6, Spot +6*, Swim +18; Alertness, [Weapon Focus \(underwater crossbow\)](#), [Multiattack](#). * +4 underwater.

Rake (Ex): Attack bonus +11, damage 1d8+5, while grappling. A skum also gains 2 rake attacks when it ([full](#)) attacks while swimming.

Possessions: Masterwork [Large](#) underwater crossbow (200gp) [Standing guard in C194, will only swim to C195 in case of battle \(in 1 round\); will not move to C192.](#)

Redesigned from scratch to match the CR presented in the text. These skum have enhanced Str and Dex from the effect of the pools. Skum are Aberrations, so they get +1 CR per 4 HD, and an additional +1 CR for the jump to Large size; the effects of the week long *bull's strength* and *cat's grace* from the pools in CRM 195 bump that up to CR 5.

Due to changes in v3.5 weapon sizes, the damage from their crossbow is slightly larger.

Nilbool: Male kuo-toa Clr2/Wiz5; CR 8; Medium Monstrous Humanoid (Aquatic); HD 4d8+5d4+9; hp 43; Init +0; Spd 20 ft., swim 50 ft.; AC 17, touch 10, flat-footed 17; [Base Atk +5; Grp +6; Atk +6 melee \(1d8+1, heavy mace\); Full Atk +6 melee \(1d8+1, heavy mace\) and +1 melee \(1d4, Bite\); Space/Reach: 5 ft./5 ft.; SQ Adhesive, amphibious, immunity to poison and paralysis, insanity, keen sight, light blindness, resistance to electricity 10, slippery; AL NE; SV Fort +7, Ref +6, Will +12; Str 13, Dex 10, Con 13, Int 16, Wis 15 \(\[14*\]\(#\)\), Cha 8.](#)

* Adjusted to take Insanity into account.

Skills and Feats: Concentration +8, Craft (metalworking) +8, [Decipher Script +8](#), Escape artist +11, Heal +4, Knowledge (arcana) +10, Knowledge (religion) +10, Listen +7, Move Silently +5, Search +11, Spellcraft +12, Spot +13, [Swim +9](#); Alertness, Craft Wand, Dodge, Great Fortitude, Lightning Reflexes, Scribe Scroll, Spell Focus (Evocation).

Amphibious (Ex): Although Nilbool breathes by means of gills, he can survive indefinitely on land.

Insanity (Ex): Insanity score 1. Wis 16 for bonus spells and DCs, Wis 14 for all other Wis-based checks.

Keen Sight (Ex): Nilbool spots a moving object or creature even if it is [invisible or ethereal](#).

Light Blindness (Ex): Blinded for 1 round by abrupt exposure to bright light (such as sunlight or a daylight spell). [Dazzled \(-1 penalty to attack rolls and Search and Spot checks\) in bright light.](#)

Slippery (Ex): Not affected by webs or other forms of confinement.

Wizard Spells Prepared (4/4/3/2; save DC 13 + spell level): 0- *detect magic*, *mage hand*, *read magic*, *resistance*; 1st- *magic missile* (2), *shield*, *true strike*; 2nd- *invisibility*, *mirror image*, *web*; 3rd- *displacement*, *lightning bolt*.

Spellbook: 0-all cantrips; 1st- *endure elements*, *mage armor*, *magic missile*, *shield*, *sleep*, *summon monster I*, *true strike*; 2nd- *blur*, *bear's*

endurance, cat's grace, darkness, invisibility, mirror image, web; 3rd- blink, displacement, lightning bolt.

Cleric Spells Prepared (4/3+1; save DC 13 +spell level): 0- detect magic, light, read magic, resistance; 1st- command, obscuring mist*, protection from good, summon monstrosity I

*Domain spell. Domains: Chaos (cast Chaos spells at 3rd level), Water (turn and destroy fire creatures, rebuke and command water creatures).

Possessions: Wand of slow (8 charges), wand of levitate (25 charges), wand of mage armor (50 charges), potion of haste, potion of protection from energy (fire), potion of non-detection, ring of protection +1, curved knife, heavy mace, two 10gp gold earrings, 50gp coral ring, 75gp gold ring, 110gp coral earring, water temple symbol.

[Lives in CRM 188, will join the attack on the Fire temple.](#)

For his CR, I counted his Cleric levels as associated, due to the lightning bolt power which kuo-toa clerics get, but his Wizard levels as unassociated, so the first two Wizard levels only contribute 1 to his CR.

He had one feat too many, so I dropped Iron Will -- +12 is still pretty good.

Oomkaan: Male half-fiend/half-kuo-toa Clr4; CR 8; Medium outsider ([augmented monstrous humanoid, aquatic, native](#)); HD 6d8+12; hp 40; Init +2; Spd 20 ft., fly 20 ft. (average), swim 50 ft.; AC 23, touch 12, flat-footed 21; [Base Atk +5; Grp +8;](#) Atk +9 melee ([1d4+3, claw](#)); Full Atk +9 melee ([1d4+3, claw](#)) and +3 melee ([1d6+1, bite](#)); [Space/Reach: 5 ft./5 ft.](#); SA Rebuke undead 3/day, [smite good +6 \(1/day\)](#), spell-like abilities; SQ Adhesive, amphibious, [damage reduction 5/magic](#), darkvision 60ft., immunity to poison and paralysis, insanity, keen sight, light blindness, [natural weapons are treated as magic weapons for the purpose of overcoming damage reduction, resistance to acid, cold, electricity and fire 10](#), slippery, [spell resistance 16](#); AL NE; SV Fort +8, Ref +6, Will +8; Str 17, Dex 14, Con 15, Int 17, Wis 15 ([13*](#)), Cha 10.

* Adjusted to take Insanity into account.

Skills and Feats: Balance +3, Concentration +6, Escape artist +14, Heal +5, Jump +3, Knowledge (arcana) +7, Knowledge (nature) +7, Knowledge (religion) +8, Listen +8, Move Silently +6, Search +12, Spellcraft +7, Spot +12, Swim +16, Tumble +8; Alertness, Dodge, Great Fortitude, Weapon Focus (claw).

Adhesive (Ex): On a failed melee attack, attacker must succeed at a Ref save (DC 14), or a weapon sticks to the Oomkaan's shield and is yanked from the wielder's grasp.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Insanity (Ex): Insanity score 2. Wis 17 for bonus spells and DCs, Wis 13 for all other Wis-based checks.

Keen Sight (Ex): Kuo-toas spot a moving object or creature even if it is [invisible or ethereal](#).

Light Blindness (Ex): Blinded for 1 round by abrupt exposure to bright light (such as sunlight or a daylight spell). [Dazzled \(-1 penalty to attack rolls and Search and Spot checks\) in bright light.](#)

Slippery (Ex): Not affected by webs or other forms of confinement.

Spell-like abilities (Sp): Caster level 6; darkness 3/day, desecrate 1/day, unholy blight 1/day (DC 14).

Spells Prepared (5/4+1/3+1; save DC 13+spell level): 0- cure minor wounds, detect magic, guidance, resistance (2); 1st- cure light wounds, divine favor, entropic shield, obscuring mist*, shield of faith; 2nd- bull's strength, cure moderate wounds, [bear's endurance](#), Tharizdun's Touch*.

*Domain spell. Domains: Madness (once per day add insanity score to wisdom roll), water (turn or destroy fire creatures, rebuke or control water creatures).

Possessions: +2 [heavy steel shield](#), potion of cat's grace, divine scroll of cure moderate wounds (2), 12 pp, water temple symbol, lesser key of water.

[Typical location: C192.](#)

Oomkaan had two too many feats; I dropped Mobility and Lightning Reflexes.

In the 3.5 MM, the half-fiend template specifies that the claw is the primary natural attack, so I changed his Weapon Focus from bite to claw. He is wearing a large shield, though, so he only gets a single claw attack. For a "straightforward combatant", he's not very combat optimized.

The half-fiend template has lowered resistances but gain DR and SR. He also gains 33 racial skill points. After maxing out all his racial skills, he has 20 left. To increase his combativeness, 10 cross-class ranks have been dropped in Jump and Tumble.

There's some confusion as to whether Oomkaan should keep the Aquatic subtype. He definitely should not have the Evil subtype he has in the original module, though; in v3.5, half-outsiders do not gain the alignment sub-types of their outsider parent.

Urlurg: Male kuo-toa Mnk6; CR 7; Medium monstrous humanoid (aquatic); HD 8d8+8; hp 44; Init +2; Spd 40 ft., swim 50 ft.; AC 24, touch 16, flat-footed 22; [Base Atk +6; Grp +7;](#) Atk +7 melee (1d8+1, unarmed strike) or +8 ranged (1d6+1, [shortspear](#)); Full Atk +7/+2 melee (1d8+1, unarmed strike) and Bite +2 melee (1d4) or +6/+6/+1 melee (1d8+1, flurry of blows) or +8/+3 ranged (1d6+1, [shortspear](#)); [Space/Reach: 5 ft./5 ft.](#); SA Flurry of blows (-1), unarmed strike (1d8); SQ Amphibious, evasion, immunity to disease, poison and paralysis, keen sight, ki strike (magic), light blindness, resistance to electricity 10, slippery, slow fall (30 ft.), still mind (+2 saves vs. enchantment); AL NE; SV Fort +8, Ref +10, Will +11; Str 13, Dex 14, Con 13, Int 10, Wis 16, Cha 10.

Skills and Feats: Balance +6, Climb +3, Escape Artist +10, Jump +9, Knowledge (religion) +1, Listen +12, Move Silently +11, Search +7, Spot +13, Swim +9; Alertness, [Combat Reflexes](#), Deflect Arrows, Dodge, Great Fortitude, Improved Trip, [Improved Unarmed Strike](#), [Stunning Fist](#)

Stunning Fist (Ex): 6/day, DC 16.

Amphibious (Ex): Although kuo-toas breathe by means of gills, they can survive indefinitely on land.

Keen Sight (Ex): Kuo-toas spot a moving object or creature even if it is [invisible or ethereal](#).

Light Blindness (Ex): Blinded for 1 round by abrupt exposure to bright light (such as sunlight or a daylight spell). [Dazzled \(-1 penalty to attack rolls and Search and Spot checks\) in bright light.](#)

Slippery (Ex): Not affected by webs or other forms of confinement.

Possessions: Bracers of armor +2, brooch of shielding, 3 [shortspears](#)

[Lives in CRM 196. Will defend the temple area \(CRM 194/195\) if he hears fighting. Will accompany the assault on the Fire Temple.](#)

Urlurg is listed in the module as CR6. I changed it to CR7, taking monk as a non-associated class, because the base kuo-toa's natural attacks don't stack significantly with the Monk unarmed attacks, and without a shield Urlurg loses the use of the Adhesive ability.

The adventure doesn't say how many charges are remaining in the [brooch of shielding](#). The DM should roll percentile dice.

CRM – Map K

Dire Ape (advanced): Large animal; CR 6; HD 15d8+33; hp 100; Init +3; Spd 30 ft., climb 15 ft.; Space/Reach 10 ft./10 ft.; AC 17 touch 12, flat-footed 14; [Base Atk +11; Grp +21;](#) Atk +16 melee (1d8+6, claw); Full Atk +16 melee (1d6+6, 2 claws) and bite +14 melee (1d8+3); SA Rend +2d8+9; SQ [Low-light vision](#), scent; AL N SV Fort +11, Ref +12, Will +10; Str 22, Dex 16, Con 14, Int 2, Wis 12, Cha 8.

Skills and Feats: Climb +16, Listen +8, Move Silently +8, Spot +9, Alertness, Toughness, Combat Reflexes, Multiattack, Improved Natural Attack (claw), Improved Natural Armor.

Rend (Ex): A dire ape that hits with both claw attacks does an extra 2d8+9 point of damage.

Changes are marked against the v3.0 advanced dire ape. In v3.5, animals have feats and advance in feats, skills, and abilities just like other creatures. We added one to its Str and Dex.

Guoquog: Female sea hag Ftr4; CR 8; Medium monstrous humanoid (aquatic); HD 3d8+4d10+10; hp 37; Init +1; Spd 30 ft., swim 40 ft.; AC 14, touch 11, flat-footed 13; Base Atk +7; Grp +13; Atk +14 melee (1d4+8, claw) or +8 ranged (1d8+2/x3, masterwork composite longbow [+2 Str]); Full Atk +14/+14 melee (1d4+8, claw) or +8/+3 ranged (1d8+2/x3, masterwork composite longbow [+2 Str]); Space/Reach: 5 ft./5 ft.; SA Horrific appearance, evil eye; SQ amphibious, spell resistance 14; AL CE; SV Fort +6, Ref +5, Will +5; Str 22, Dex 12, Con 12, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +7, Hide +7, Jump +7, Knowledge (Outer Fane) +3, Listen +6, Spot +6, Swim +14; Alertness, Cleave, Power Attack, Toughness, Weapon Focus (claws), Weapon Specialization (claws)

Evil Eye (Su): 3/day direct gaze at target within 30'. Will save (DC 11), or be dazed for 3 days and must make a Fortitude save (DC 11) or die from fright.

Horrific Appearance (Su): Any creature that looks at Guoquog must make a Fort save once per day (DC 11) or take 2d6 points of temporary Str damage. Creatures who save or who are affected by this power cannot be affected by Guoquog's horrific appearance for one day.

Possessions: potion of blur, bracers of ogre power (as gauntlets, +2 strength), 4 pearls (1000 gp each), masterwork composite longbow [+2 Str], 20 arrows.

Typical location: in the pool at CRM 190.

Oamarthis: Male Duergar Ftr7; CR 8; Medium humanoid (dwarf); HD 7d10 +28; hp 62; Init +4; Spd 20 ft.; AC 21, touch 10, flat-footed 21; Base Atk +7; Grp +10; Atk +12 melee (1d10+6/x3, +1 dwarven waraxe); Full Atk +12/+7 melee (1d10+6/x3, +1 dwarven waraxe); SA; SQ Darkvision 120 ft, immune to paralysis, phantasms and poison, +2 racial bonus on saves against spells and spell-like abilities, light sensitivity, spell-like abilities, stonecunning, stability, +1 racial bonus on attack rolls against orcs and goblinoids, +4 dodge bonus to Armor Class against creatures of the giant type, +2 racial bonus on Appraise and Craft checks that are related to stone or metal items, retains base move in medium and heavy armor as well as under medium and heavy load, stability; AL LE; SV Fort +9, Ref +2, Will +2; Str 16, Dex 10, Con 18, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Climb +6, Craft (metalworking) +2, Craft (stoneworking) +2, Listen +1, Spot +1, Swim -1; Cleave, Exotic Weapon Proficiency (dwarven waraxe), Great Cleave, Improved Initiative, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Light Sensitivity (Ex): Oamarthis is dazzled in bright sunlight or within the radius of a daylight spell.

Stability (Ex): Oamarthis is exceptionally stable on his feet. He gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding or otherwise not standing firmly on the ground).

Spell-Like Abilities (Sp): 1/day - enlarge person and invisibility (as Wiz 14). These abilities affect only Oamarthis and whatever he carries.

Possessions: +1 dwarven waraxe, +1 full plate, amulet of health +2 (included above), assorted gems (300gp), heavy steel shield, metal key to area 206

Usually found in 211 of the CRM.

Duergar no longer get alertness for free so therefore I've removed it from his feat list to keep him at the correct number of feats.

Very little has changed, however the biggest change was probably in the skills. Oamarthis' original skill set included Alertness which Duergar no longer get, as a 7th level fighter he has 20 skill points so I maxed out Climb and Swim. The skills take into account his armor check penalty, in the case of swim double the armor check penalty according to the new rules. Duergar still get 1 skill point in spot and listen which is shown above. I highlighted their resistance to poison because it no longer is limited to alchemical and magical poisons but to all poisons.

CRM – Map L

Greshta: Female troglodyte Rog3; CR 4; Medium humanoid (reptilian); HD 2d8 plus 3d6; hp 19; Init +2; Spd 20 ft.; AC 23, touch 12, flat-footed 21; Base Atk +3; Grp +3; Atk +4 melee (1d8/x3, longspear, 10 ft. reach) or +3 melee (1d4, claw) or +6 ranged (1d6 javelin); Full Atk +4 melee (1d8/x3 longspear, 10 ft. reach) and +1 melee (1d4 bite), or +3 melee (1d4, 2 claws) and +1 melee (1d4, bite), or +6 ranged (1d6, javelin); SA Stench, sneak attack +2d6; SQ Darkvision 90 ft., trapfinding, evasion, trapsense +1; AL CE; SV Fort +4, Ref +5, Will +1; Str 10, Dex 14, Con 10, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +8*, Listen +8, Move Silently +7, Search +2, Spot +2, Multiattack, Weapon Focus (javelin), Weapon Focus (longspear). *In rocky or underground settings, this bonus improves by another +4.

Stench (Ex): When angry or frightened, Greshta secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet must succeed on a DC 11 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Trap Sense (Ex): Greshta has an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Possessions: 3 potions of invisibility, boots of elvenkind, chitin breastplate, longspear, 5 javelins, pouch with 100 gp.

Greshta will usually first be encountered enjoying her meal in Earth Temple's common area, C233.

Greshta had 6 unspent rogue skill points. We allocated 3 each to Hide and Move Silently.

Miikolak: Female troglodyte Clr5; CR 6; Medium humanoid (reptilian); HD 2d8+4 plus 5d8+10; hp 46; Init +0; Spd 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk +4; Grp +4; Atk +6 melee (1d6, masterwork quarterstaff) or +4 melee (1d4, claw) or +5 ranged (1d6, javelin); Full Atk +6 melee (1d6 quarterstaff) and bite +2 melee (1d4), or +2 melee (1d4, 2 claws) and +2 melee (1d4, bite), or +5 ranged (1d6 javelin); SA Stench, Rebuke Undead 3/day; SQ Darkvision 90 ft., insanity; AL NE; SV Fort +10, Ref +2, Will +5; Str 10, Dex 11, Con 14, Int 10, Wis 13 (11*), Cha 10.

* Adjusted to take Insanity into account.

Skills and Feats: Climb +0, Concentration +7, Hide +4, Knowledge (religion) +5, Listen +5, Multiattack, Scribe Scroll,

Weapon Focus (quarterstaff), Weapon Focus (javelin). *In rocky or underground settings, this bonus improves by another +4.

[Turn undead: Miikolak receives a +2 to turning rolls because she has 5 ranks of Knowledge \(religion\).](#)

Stench (Ex): When angry or frightened, Miikolak secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Insanity (Ex): Wis 15 for bonus spells and DCs, Wis 11 for other Wisdom based checks.

Spells Prepared: (5/5/4/2; base DC = 12 + spell level) 0-cure minor wounds, detect magic, guidance (2), resistance, 1st-bane, bless, divine favor, protection from good*, shield of faith, 2nd-bull's strength, bear's endurance, soften earth and stone*, spiritual weapon, 3rd-dispel magic, stone shape*.

*Domain spell. *Diety:* Elder Elemental Eye. *Domains:* Earth (turn or destroy air creatures, rebuke or command earth creatures), Evil (cast evil spells at 6th level).

Possessions: Ring of climbing, cloak of resistance +1, potion of cure serious wounds, divine scroll of cure moderate wounds and summon monster III, 2 javelins, masterwork quarterstaff, chitin full plate armor, curved knife, 56 gp, earth temple symbol.

[Miikolak usually hangs out in C226 with her elemental, although her chamber is C228.](#)

Miikolak got a few extra skill points for her racial Hide and Listen in v3.5.

The ring of climbing only gives a +5 bonus in v3.5 instead of +10.

Snearak: Male troglodyte Clr5; CR 6; Medium humanoid (reptilian); HD 2d8+4 plus 5d8+10; hp 46; Init -1; Spd 20 ft; AC 25, touch 9, flat-footed 25; [Base Atk +4; Grp +4;](#) Atk +5 melee (1d8, masterwork morningstar) or +4 melee (1d4, claw) or +5 ranged (1d6 javelin); Full Atk +5 melee (1d8, masterwork morningstar) and bite +2 melee (1d4), or +4 melee (1d4, 2 claws) and bite +2 melee (1d4), or +4 ranged (1d6 javelin); SA Stench, rebuke undead 4/day; SQ Darkvision 90 ft., insanity; AL NE; [SV Fort +9, Ref +2, Will +5;](#) Str 10, Dex 9, Con 15, Int 11, Wis 15 (13*), Cha 12.

[*Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +7, [Hide +0*](#), Knowledge (religion) +5, [Listen +6](#), Multiattack, Scribe Scroll, Lightning Reflexes, Weapon Focus (javelin). *In rocky or underground settings, this bonus improves by another +4.

[Turn undead: Snearak receives a +2 to turning rolls because he has 5 ranks of Knowledge \(religion\).](#)

Stench (Ex): When angry or frightened, Snearak secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Insanity (Ex): Wis 17 for bonus spells and DCs, Wis 13 for other Wisdom based checks.

Spells Prepared: (5/5/4/3; base DC=13+spell level): 0-cure minor, detect magic, detect poison, guidance, resistance, 1st-bane, bless, command, magic stone*, shield of faith; 2nd-hold person (2), spiritual weapon, soften earth and stone*, 3rd-cure serious wounds, dispel magic, stone shape*.

*Domain spell. *Diety:* Elder Elemental Eye. *Domains:* Earth (turn or destroy air creatures, rebuke or command earth creatures); Evil (cast evil spells at 6th level).

Possessions: Wand of summon monster III (12 charges), potion of cure light wounds, divine scroll of hold person, remove paralysis, [protection from energy](#), 2 javelins, masterwork morningstar, full plate armor, heavy steel shield, 90 gp gem (agate), earth temple symbol, lesser key of earth.

[Snearak will likely first be encountered calling the xorn in the Earth Temple, C220. He could also be encountered in his chamber, C225, or elsewhere in the Earth Temple complex.](#)

Snearak got a few extra racial skill points in v3.5. They are all spent in Hide and Listen.

Swordmaster: Male troglodyte Ftr4; Medium humanoid (reptilian); CR 5; HD 2d8+4 plus 4d10+8; hp 60; Init +4; Spd [20 ft.](#); AC 23 (+6 natural, +7 armor), touch 10, flat-footed 23; [Base Atk +5; Grp +7;](#) Atk +10 melee (2d6+[7](#)/19-20, sword of earth) or +7 melee (1d4+[2](#), claw) or +6 ranged (1d6+2, javelin); Full Atk +10 melee (2d6+[7](#)/19-20, sword of earth) and +5 melee (1d4+[1](#), bite), or +7 melee (1d4+[2](#), 2 claws) and +5 melee (1d4+[1](#), bite), or +6 ranged (1d6+2 javelin); SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +9, Ref +1, Will +1; Str 14, Dex 10, Con 14, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb -3; Hide +0*; Listen [+3](#); Cleave, Improved Initiative, Multiattack, Power Attack, Weapon focus (greatsword), Weapon Focus (javelin), Weapon Specialization (greatsword). *In rocky or underground settings, this bonus improves by another +4.

Stench (Ex): When angry or frightened, the Swordmaster secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: Sword of earth, 4 javelins, half-plate.

[The Swordmaster lairs in C230.](#)

Tenaris Glimmerdawn: Female elf Ftr3; CR 3 (currently 2 without gear); Medium humanoid (elf); HD 3d10+3; hp 19; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; [Base Atk +3; Grp +5;](#) Atk +5 melee (1d3+2 nonlethal, unarmed) or +6 ranged; SQ Immune to sleep, low-light vision, +2 bonus on saves against enchantment effects; AL CG; SV Fort +4, Ref +4, Will +1; Str 14, Dex 17, Con 13, Int 11, Wis 10, Cha 12.

Skills and Feats: Climb [+6](#), Handle Animal +4, Listen +2, Ride +6, Search +2, Spot +2; Dodge, Improved Initiative, Mounted Archery, Mounted Combat.

Possessions: None.

[Tenaris is bound in chains in the Earth Temple's prison, C219.](#)

Tenaris had 2 extra skill points spent and her Climb ranks were above her max of 5.

Troglodyte Warriors: Male and female troglodyte War1; [CR 2](#); Medium humanoid (reptilian); HD 2d8+4 plus 1d8+2; hp varies (see text, 19 avg); Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; [Base Atk +2; Grp +2;](#) Atk +3 melee (1d8/x3, longspear, 10 ft. reach) or claw +2 melee (1d4) or +2 ranged (1d6 javelin); Full Atk +3 melee (1d8/x3, longspear, 10 ft. reach) and +0 melee (1d4, bite), or +2 melee (1d4, 2 claws) and +0 melee (1d4, bite), or +2 ranged (1d6 javelin); SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort [+7](#), Ref [+1](#), Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +1, Hide +6*, Listen +2; Multiattack, Weapon Focus (javelin), Weapon Focus (longspear). *In rocky or underground settings, this bonus improves by another +4.

Stench (Ex): When angry of frightened, a troglodyte secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Possessions: longspear, 5 javelins, pouch with 200 gp, emerald pendant on silver chain (1,000 gp).

[These warriors can be found on either end of the Earth Temple complex, guarding the entrances \(C218, C231\).](#)

Uskathoth: Male troglodyte Clr6; CR 7; Medium humanoid (reptilian); HD 2d8+4 plus 6d8+12; hp 53; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26; **Base Atk +5; Grp +7;** Atk +8 melee (1d8+2, masterwork morningstar) or +7 melee (1d4+2, claw) or +7 ranged (1d6+2, javelin); Full Atk +8 melee (1d8+2, masterwork morningstar) and +5 melee (1d4+1, bite), [or +7 melee \(1d4+2, 2 claws\)](#) and [+5 melee \(1d4+1, bite\)](#), or +7 ranged (1d6+2 javelin); SA Stench, rebuke undead 4/day; SQ Darkvision 90 ft., insanity; AL NE; SV Fort +10, Ref +3, [Will +7](#); Str 14, Dex 13, Con 14, Int 12, Wis 17 (14*), Cha 13.

[*Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +9, Hide +2*, Knowledge (religion) +7, Listen +7, Spellcraft +8, Dodge, Multiattack, Scribe Scroll, Weapon focus (javelin). *In rocky or underground settings, this bonus improves by +4.

[Turn undead: Uskathoth receives a +2 to turning rolls because he has 5 ranks of Knowledge \(religion\).](#)

Stench (Ex): When angry of frightened, Uskathoth secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Insanity (Ex): Wis 20 for bonus spells and DCs, Wis 14 for other Wisdom based checks.

Spells Prepared: (5/6/5/4; base DC = 15+spell level): 0-cure minor (2), detect magic, guidance, resistance; 1st-cure light wounds, divine favor (2), magic weapon, [lesser confusion](#), shield of faith; 2nd- aid, bull's strength, [bear's endurance](#), resist energy, Tharizdun's touch*, 3rd-bestow curse, blindness/deafness, magic vestment, [rage*](#).

*Domain spell. Deity: Elder Elemental Eye. Domains: Earth (turn or destroy air creatures, rebuke or command earth creatures), Madness (1/day add insanity to Wis based roll).

Possessions: Gloves of dexterity +2, potion of cure moderate wounds, divine scroll of dispel magic, masterwork morningstar, 3 javelins, full plate armor, [heavy](#) steel shield, curved knife, three 75 gp gems (rose quartz), iron key (opens chest in area 223), [lesser key of earth](#).

[Uskathoth can be found in his own chamber, C223, but will respond to disturbances in the entry room where his 'pets' reside, C222, as well.](#)

Uskathoth got 7 extra racial skill points in v3.5. Unfortunately, only one point can be put into Hide and Listen (each) before they max out at 5 ranks. We used 4 of the remaining points to buy a rank of Concentration and one of Spellcraft. The last one can be stashed in Knowledge (religion), but does him little good.

He had 2 rage spells prepared (domain-only spell) so I replaced one with blindness/deafness.

Lightning Towers

Spider Eater Rider: Male and female human War2; CR 2; Medium humanoid (human); HD 2d8+4; hp varies (see text, avg 13); Init +1; Spd 20 ft. (base 30 ft.); AC 18, touch 11, flat-footed 17; **BAB +2; Grapple +4;** Atk +5 melee (1d10+2/19-20, masterwork bastard sword) or +5 ranged (1d8+2/x3, masterwork composite longbow [+2 Str]); Full Atk +5 melee (1d10+2/19-20, masterwork bastard sword) or +5 ranged (1d8+2/x3, masterwork composite longbow [+2 Str]); Space/Reach 5 ft./5 ft.; AL NE; SV Fort +5, Ref +1, Will -1; Str 15, Dex 13, Con 14, Int 11, Wis 8, Cha 12.

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +8; Exotic Weapon Proficiency (bastard sword), Weapon Focus ([longbow](#)).

Possessions: masterwork breastplate, masterwork bastard sword, heavy wooden shield, masterwork composite longbow [+2 Str], quiver with 20 arrows, [potion of cure moderate wounds](#), and 2d10gp (11).

[SERs, as they are affectionately called, shack up with their mounts in the base of the lightning towers \(LT1, pg. 106\). They could also be encountered on their spider eaters trying to shoo the party away from the Fanes.](#)

Every 1st level warrior in the CRM gets money. Why don't these guards?

The Outer Fane

Elite Guards: Male and female human War4; CR 3; Medium humanoid (human); HD 4d8+8; hp varies (see text); Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; **Base Atk +4; Grp +7;** Atk +9 melee (1d10+3/19-20, masterwork bastard sword) or +6 ranged (1d8+3/x3, masterwork composite longbow [+3 Str]); Full Atk +9 melee (1d10+3/19-20, masterwork bastard sword) or +6 ranged (1d8+3/x3, masterwork composite longbow [+3 Str]); AL NE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 11, Wis 12, Cha 8.

Skills and Feats: Climb +3, Intimidate +6, Jump -3; Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword).

Possessions: Masterwork full plate, masterwork bastard sword, [heavy](#) wooden shield, masterwork composite longbow [+3 Str], 20 arrows, [potion of cure moderate wounds](#).

Minotaur Guards: Minotaur Bbn2; CR 6; Large monstrous humanoid; HD 6d8+12 plus 2d12+4; hp varies (see text); Init +0; Spd 40 ft.; AC 18, touch 8, flat-footed 18; **Base Atk +8; Grp +18;** Atk +14 melee ([3d6+9](#)/x3, masterwork greataxe) or +13 melee (1d8+[6](#), gore); Full Atk +14/+9 melee ([3d6+9](#)/x3, masterwork greataxe) and +8 melee (1d8+3, gore); [Space/Reach: 10 ft./10 ft.](#); SA [Powerful charge 4d6+9](#), rage; SQ Darkvision 60ft., natural cunning, scent, fast movement, uncanny dodge; AL CE; SV Fort +9, Ref +4, Will +5; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: [Intimidate +2, Listen +9, Search +2, Spot +9](#); Great Fortitude, Power Attack, [Track](#)

Powerful Charge (Ex): A minotaur guard typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a [+13 attack bonus that deals 4d6+9 points of damage \(or +15 attack bonus, 4d6+12 when raging\)](#).

Natural Cunning (Ex): Although minotaur guards are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to [maze](#) spells, prevents them from ever

becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): 1/day – hp +16, AC 16, touch 6, flat footed 16; Atk +16 melee ($3d6+12/x3$, [large](#) masterwork greataxe) or +15 melee (1d8+8, gore); Full Atk +16/+11 melee ($3d6+12/x3$, [large](#) masterwork greataxe) and +10 melee (1d8+4, gore); SV Fort +11, Will +7; Str 26. Con 19. Lasts 7 rounds, then fatigued.

Possessions: [Large](#) masterwork greataxe, [Large](#) +1 chain shirt, potion of [haste](#).

[The minotaur guards are typically found in the Outer Fane, area 12 \(Page 112\).](#)

These ability scores do not match with standard minotaurs, nor with any of the standard arrays. I simply left them at what Monte originally wrote. Per the v3.5 recommendation for monsters who take PC class levels, you might want to consider the elite array instead.

Minotaurs get much fewer skill points in v3.5 and Jump has disappeared as a class skill for them.

Note that the powerful charge description does not take explicit account of the +2 attack bonus from charging.

[Haste](#) in v3.5 only confers an extra attack when taking the full attack action (in addition to other bonuses). It does not grant an extra partial action each round in v3.5.

Athemal: Male halfling Com2; CR 1; Small humanoid (halfling); HD 2d4+2; hp 8; Init +3; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); [Base Atk +1; Grp -3](#); Atk +2 melee (1d4, demonic left arm) or +5 ranged; SA Demonic left arm; SQ +1 bonus on attacks with thrown weapons [and slings](#), +2 morale bonus on saves against fear; AL NG; SV Fort +3, Ref +4, Will +1; Str 10, Dex 17, Con 14, Int 10, Wis 10, Cha 8.

Skills and feats: Climb +2, Hide +7, Jump [+4](#), Listen +2, Move Silently +5, Profession (baker) [+8](#), Spot +2, Swim +3; Skill Focus (Profession [baker]).

Demonic Left Arm (Ex): A demonic left arm is long and flexible like a tendril, with a crude, three-fingered claw at the end. If empty, it can attack (as noted above). Weapons used in the hand suffer a -2 attack penalty. Once per day, it can cast *magic missile* as a 5th-level wizard. Athemal has suffered a net total of 3 points of temporary Wis damage as a result of this arm's presence. (See the sidebar Drawbacks to Demonic Additions, page 115, for more information.)

Possessions: None.

Bethe: Human Rog5/Asn4; Medium humanoid (human); HD 5d6+5 plus 4d6+4; hp 40; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; [Base Atk +6; Grp +8; Atk +9](#) melee (1d6+3/18-20, [+1 rapier](#)) or ranged (*javelin of lightning*); Full Atk +9/+4 melee (1d6+3/18-20, [+1 rapier](#)) or ranged (*javelin of lightning*); SA sneak attack +5d6, death attack; SQ evasion, [trap finding](#), [trap sense +1](#), poison use, uncanny dodge, improved uncanny dodge, +2 bonus on saves against poison; AL CE; SV Fort +3, Ref +11, Will +5; Str 14, Dex 17, Con 12, Int 12, Wis 12, Cha 9.

Skills and Feats: Balance +12, Concentration +3, Disguise [+5](#), Escape Artist +6, Hide [+18](#), Intimidate +7, Jump +11, Listen [+12](#), Move Silently [+13](#), Spot +9, Tumble [+15](#); Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack.

[Assassin Spells Known \(4/1\)](#); save DC 11 + spell level; 25% arcane spell failure chance): 1st—[disguise self](#), [detect poison](#), [ghost sound](#), [obscuring mist](#); 2nd—[alter self](#), [darkness](#), [spider climb](#).

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+4 rounds) or kill the victim. Fort save DC [15](#) to resist.

Possessions: +1 rapier, +1 elven chain, +1 buckler, 2 *javelins of lightning*, cloak of elvenkind, potion of cure moderate wounds, [lilac stone facemask](#).

[Bethe is typically found in the Outer Fane, area 16 \(page 113\).](#)

Bethe's intelligence was 11 but this has been increased to 12 to allow her access to the 2nd level spells that she was listed as having. To minimize impact on the character, it has been assumed that this was her 8th level bonus ability point and 2 points have been added to Disguise. Her death attack DC also increases by one in this case.

Bethe's spellbook has been removed from her inventory as v3.5 assassins are spontaneous spell casters. Spells deleted from her spell selection which can be substituted in to taste are *pass without trace*, and *undetectable alignment*. Note that *spider climb* is now a level 2 assassin spell in v3.5.

She has 4 extra skill points in the text and 13 ranks (12 max) in several skills, which are now fixed above. Her *cloak* only gives a +5 bonus to Hide now in v3.5.

Chymon: Female young adult red dragon; CR [13](#); Huge dragon (fire); HD 19d12+95 (218 hp); Init +4; Spd 40 ft., fly 150 ft. (poor); AC 26, touch 8, flat-footed 26; [BAB +19; Grapple +37](#); Atk +27 melee (2d8+10, bite) or +27 melee (2d8+15, crush); Full Atk +27 melee (2d8+10, bite) and [+25](#) melee (2d6+5, 2 claws) and [+25](#) melee (1d8+5, 2 wings) and [+25](#) melee (2d6+15, tail slap); or +27 melee (2d8+15, crush); SA Breath weapon, [crush](#), frightful presence, [spells](#); SQ [Blindsight 60 ft., darkvision 120 ft.](#), DR 5/[magic](#), [immunity to fire](#), sleep, and paralysis, [locate object](#), [keen senses](#), SR 19, [vulnerability to cold](#); Space/Reach [15/10 \(15 with bite\)](#); AL CE; SV Fort +16, Ref +11, Will +13; Str 31, Dex [10](#), Con [21](#), Int [14](#), Wis [15](#), Cha [14](#).

Skills and Feats: Bluff +21, Concentration +24, Diplomacy +23, Intimidate +4, [Jump +35](#), Knowledge (religion) +21, Listen +21, Search +21, [Spellcraft +13](#), Spot +21; [Ability Focus \(breath weapon\)](#), Flyby Attack, Improved Initiative, [Improved Sunder](#), [Multiattack](#), Power Attack, [Wingover](#).

Breath Weapon (Su): 50 ft. cone of fire, 10d10 points of fire damage, Ref save DC [26](#) half.

Frightful Presence (Ex): 150 ft. range; creatures must succeed at a Will save (DC 21) or become panicked for 4d6 rounds (if 4 or less HD) or become shaken for 4d6 rounds (5 HD or more).

Crush (Ex): [This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon \(though it can attempt normal overrun or grapple attacks against larger opponents\). A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save \(DC 24\) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. Chymon's crush attack deals 2d8+15 points of damage.](#)

Keen Senses (Ex): Chymon sees four times as well a human in shadowy illumination and twice as well in normal light. She also has darkvision out to [120 ft.](#)

Locate Object (Sp): 5/day (as Sor5).

Spells Known (6/7/5; base DC = 12 + spell level): 0--arcane mark, detect magic, ghost sound, mage hand, open/close, read magic; 1--alarm, cure light wounds, mage armor, true strike; 2--cure moderate wounds, invisibility.

Possessions: armband of reduction.

[Typically found in her lair atop the coin file in area 1 of the Outer Fane. She might also be in one of the alcoves below her lair, admiring her valuable treasure.](#)

The ability scores are changed to be the normal for a young adult red dragon and correspond to the rest of her stats (skills and hp, in particular). If you wish to use the ability scores listed

in the module, the rest of these stats will not completely coincide (specifically Dex and Con make a difference). I assume the scores are a typo.

Hide did not need to be listed. Scry is no longer a skill. Spellcraft is no longer a class skill or free. She had two extra ranks (22 in Spellcraft), so I put it in Jump.

She gets two new feats (besides the change to Improved Sunder). I chose Multiattack and Ability Focus (breath weapon). The DC is quite high, so be careful. Snatch is not technically available to her since her last feat came at 18 HD when she was still Large. It has been officially replaced with Wingover here, which could be very useful for a fight that moves out to the bridges. However, given her tactics in the text and the general flavor that Snatch gave her, you might want to bend the rules a tad here for her. Other good choices for any of these three new feats are Improved Natural Weapon (bite) or Cleave, especially if you'd rather replace Snatch with something more melee oriented.

Since I gave her Ability Focus (breath weapon), I'd say that the new DC is not applied to the crush, despite the text in the *Monster Manual*. Snatch is a normal feat now, so I did not include the text. I copied the text on Crush from the SRD.

Daagra: Female annis Rgr5; CR 9; Large monstrous humanoid; HD 7d8+14 plus [5d8+10](#); hp [78](#); Init +5; Spd 40 ft.; AC 26 (touch 10, flat-footed 25); [Base Atk +12; Grp +24](#); Atk +19 melee (1d6+8 claw) or +12 ranged (2d6/x3, longbow); Full Atk +19 melee (1d6+8, 2 claws) and +14 (1d6+4 bite) or +12/+7/+2 [or +10/+10/+5/+0](#) ranged (2d6/x3, longbow); [Space/Reach: 10 ft./10 ft.](#); SA Favored enemy (humans [+4](#), elves [+2](#)), improved grab, [rake 1d6+8](#), rend [2d6+12](#), spell-like abilities, spells; SQ [Combat style \(archery\)](#), [damage reduction 2/bludgeoning](#), [darkvision 60 ft.](#), spell resistance 19, [wild empathy](#); AL CE; SV Fort [+10](#), Ref [+10](#), Will +7; Str 26, Dex 12, Con 14, Int 13, Wis 13, Cha 11.

Skills and Feats: [Bluff +8](#), Concentration [+8](#), [Diplomacy +2](#), [Disguise +0 \(+2 acting\)](#), Hide +7, [Intimidate +2](#), Listen +11, Move Silently +8, Search +9, Spot +11, [Survival +9](#); Alertness, Blind-Fight, [Endurance](#), [Great Fortitude](#), Improved Initiative, Power Attack, Track.

Improved Grab (Ex): To use this ability, Daagra must hit a Large or smaller opponent with a claw attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +14 melee, damage 1d6+8. [Daagra can attack a grappled foe with both claws at no penalty.](#)

Rend (Ex): When Daagra hits with both claw attacks, she latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+12 points of damage.

Combat Style: Rapid shot when wearing light or no armor.

Wild Empathy (Ex): [Daagra can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. She rolls 1d20+6, or 1d20+2 if attempting to influence a magical beast with an Intelligence score of 1 or 2.](#)

Spell-Like Abilities: 3/day—[disguise self](#), [fog cloud](#). Caster level 8th. DC = 10 + spell level.

Spells Prepared (1; base DC=11 + spell level): 1st – [magic fang](#).

Possessions: Potion of [bear's endurance](#), potion of heroism, +2 large chain shirt, [Large](#) longbow, 12 arrows, platinum bracelet (200gp).

Gave Daagra archery combat style as she has a bow but no other weapons (relies on natural weapons).

With the new v3.5 ranger skill points (plus the changes to the annis) I had a few left over. Sunk 6 into Concentration (skill removed with v3.5 for annis) due to no better non-cross-class skill and the old v3.0 annis had it, plus put the rest into Hide,

Listen, and Spot (skills reduced in v3.5). These changes bring Daagra more or less in-line with the original version.

Combat Casting has been dropped for the annis in v3.5 and replaced with Great Fortitude.

Rake has reduced the nastiness that was tear, but the annis is balanced out with the improvements conferred by the combat style.

Rend now does Str bonus x1.5 rather than Str bonus x2.

Dirass: Male drow Wiz10; CR 11, Medium-size humanoid (elf); HD 10d4+10; hp 37; Init +4; Spd 30ft.; AC [16](#), touch [14](#), flat-footed [12](#); [Base Atk +5; Grp +4](#); Atk +4 melee (1d4-1/19-20, dagger) or +9 ranged (1d4/19-20, hand crossbow); Full Atk +4 melee (1d4-1/19-20, dagger) or +9 ranged (1d4/19-20, hand crossbow); SA Spell-like abilities, [spells](#); SQ [Darkvision 120 ft., immune to sleep](#), light blindness, [+2 bonus on saves vs. enchantments, +2 bonus on Will saves vs. spells and spell-like abilities](#), SR [21](#); AL CE; SV Fort +5, Ref [+8](#), Will +8; Str 9, Dex 18, Con [13](#), Int 21, Wis 10, Cha 13.

Skills and Feats: Concentration +14, Diplomacy [+4](#), Hide [+4](#), Knowledge (arcana) +18, Knowledge (the planes) +18, Listen +2, Move Silently [+7](#), Search +7, Spellcraft [+20](#), Spot +2; Brew Potion, Craft Wondrous Item, Dodge, Empower spell, Scribe Scroll, Silent Spell, Still Spell.

Dirass has [mage armor](#) in effect upon himself when encountered. With [mage armor](#): AC [20](#) (touch [14](#), flat-footed [16](#)).

Spell-Like Abilities (Sp): 1/day—*dancing lights*, *darkness*, *faerie fire* (caster level 10).

Weapon Proficiency: Dirass is automatically proficient with the hand crossbow, the rapier, and the short sword.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Dirass for 1 round. [On subsequent rounds, he is dazzled as long as he remain in the affected area.](#)

Spells Prepared (4/6/5/4/4/3; base DC = 15 + spell level): 0-daze, detect magic, ray of frost, read magic; 1st-alarm, color spray, [mage armor \(2\)*](#), [magic missile](#), shield, 2nd-blur, [cat's grace](#), levitate, [Melf's acid arrow](#), web; 3rd-lightning bolt (2), major image, nondetection; 4th-[greater invisibility](#) (2), ice storm, stoneskin; 5th-cone of cold, empowered lightning bolt, summon monster V.

Spellbook: 0-resistance, acid splash, detect poison, detect magic read magic, dancing lights, flare, light, ray of frost, ghost sound, disrupt undead, touch of fatigue, mage hand, mending message, open/close, arcane mark, prestidigitation, 1st-alarm, color spray, [mage armor](#), [magic missile](#), shield, sleep, [disguise self](#), feather fall, identify, unseen servant, 2nd-blur, [cat's grace](#), levitate, [melf's acid arrow](#), web, bear's endurance, bull's strength, protection from arrows; 3rd-lightning bolt, major image, nondetection, dispel magic, fireball, fly, haste; 4th-greater invisibility, ice storm, stoneskin, scrying, evard's black tentacles, fire shield; 5th-cone of cold, summon monster v, shadow evocation, dismissal, telekinesis.

Possessions: Headband of intellect +4, amulet of natural armor +2, cloak of resistance +1, potion of haste, potion of cure serious wounds, arcane scroll of stilled and silent [magic missile](#), [passwall](#), and see [invisibility](#), arcane scroll of [wall of fire](#), dimension door, dispel magic, and empowered [magic missile](#), dagger, hand crossbow, 10 bolts, 3 doses of giant wasp poison (Fort save DC 18, 1d6 Dex/1d6 Dex), [750 gp of diamond dust](#), 16 pp.

[Dirass is staying with Maracula in a guest room of the Outer Fane \(OF 48; page 126\).](#)

I increased his Con to match his Fort save and Concentration bonus. His hp are also very high without this adjustment, otherwise he was looking at have almost max—not typical for these NPCs.

His AC was wrong—looks like a deflection bonus—maybe he was meant to have a *ring of protection* +2 at some point that was removed?

In addition to the Fort save being wrong (now fixed with a Con adjustment), his Reflex save was too high. Perhaps his buffing (*cat's grace*) was included.

Since the *headband of intellect* does not increase his skill points like it did in v3.0, the removal of the Scry skill helps somewhat. Reduced his cross-class expenditure in Diplomacy, Hide, and Move Silently to make up the difference. There is 1 point left over, and this can be thought of as being invested in move silently for 3 1/2 ranks.

He had one too many feats, but since hand crossbow proficiency is free to v3.5 drow now, nothing has to be changed.

Gave him 750 gp diamond dust as this is used in two of his spells. He can cast *stoneskin* twice now, and either one more casting or 5 *non-detections*.

Adjusted his tactics in regard to new durations on buffs (see the OF48 entry above).

Hedrack: Male human Clr14; CR 14; Medium humanoid (human); HD 14d8+28; hp 102; Init +0, Spd 20 ft.; AC 24, touch 10, flat-footed 24; **BAB +10; Grapple +11;** Atk +13 melee (1d8+1, masterwork heavy mace) or +9 melee (6, 3 tentacles from *lesser tentacle rod* or +10 ranged (1d8/19-20, light crossbow); Full Atk +13/+8 (1d8+1, masterwork heavy mace) or +9 (6, 3 tentacles from *lesser tentacle rod*); SA rebuke undead 4/day; SQ insanity; AL CE; SV Fort +11, Ref +4, Will +11; Str 13, Dex 10, Con 15, Int 15, Wis 21 ([14*](#)), Cha 13.

* Adjusted to take Insanity into account.

Skills and Feats: Concentration +19, Knowledge (Arcana) +18, Knowledge (religion) +18, Listen +9, Spellcraft +[20](#), Spot +9; Alertness, Cleave, Empower Spell, Power Attack, Scribe Scroll, Weapon Focus (heavy mace).

If Hedrack has a chance to cast *bull's strength* and *bear's endurance* upon himself prior to melee, he will do so. With *bull's strength* and *bear's endurance*: hp 130, **Atk +15 melee (1d8+3, masterwork heavy mace); Full Atk +15/+10 (1d8+3, masterwork heavy mace);** SV Fort +13; Str [17](#), Con [19](#). Concentration +21.

Insanity (Ex): Insanity score 7. Wis 28 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

[Turn undead: Hedrack receives a +2 to turning rolls because he has 5 ranks of Knowledge \(religion\).](#)

Spells Prepared (6/9/8/7/7/6/5/4; base DC = 19 + spell level): 0—cure minor wounds, detect magic, guidance, light, read magic, resistance, 1st—bless, command, cure light wounds, divine favor, doom, *lesser confusion**, protection from good, sanctuary, shield of faith; 2nd—*bull's strength*, *bear's endurance*, cure moderate wounds, death knell, hold person, shatter*, silence, spiritual weapon; 3rd—cure serious wounds, dispel magic, magic vestment, prayer, protection from *energy*, rage*, summon monster III; 4th—confusion*, cure critical wounds, divine power, freedom of movement, greater magic weapon, spell immunity, summon monster IV; 5th—circle of doom*, dispel good, flame strike, greater command, insect plague, slay living; 6th—blade barrier, greater dispelling, harm, phantasmal killer*, word of recall; 7th—blasphemy, destruction, disintegrate*, greater scrying.

* Domain spell. Deity: Tharizdun. Domains: Destruction (1/day smite, +4 attack, +14 damage); Madness (1/day add Insanity score to Wis-based roll).

Possessions: Ochre robes, *lesser tentacle rod*, *periapt of wisdom* +2, +1 full plate, amulet of natural armor +2, +1 *heavy* steel shield, divine scroll of heal, harm, and spell resistance, divine scroll of true seeing, contact medallion, masterwork heavy mace, light crossbow, 10 bolts, 15 pp, 68 gp, holy symbol (obex).

[Hedrack is typically found in the Outer Fane, room 19 \(Page 114\).](#)

Hedrack has a +2 amulet of natural armor, as well as a *periapt of wisdom* +2, both of which are factored into his stats. Amulets and periaps cannot be worn simultaneously.

Suggestion 1: Change the *periapt* to a custom +2 helmet of wisdom. In v3.5, the price of this item will be 6,000 gp instead of 4,000 due to helmets not being the right affinity for a Wis increase item.

Suggestion 2: Replace the +2 amulet with a +2 ring of protection. This changes the type of armor and the deflection bonus then does not stack with *protection from good*. His touch AC would increase to 12, however.

Insentorix: Quasit; CR 4; Tiny outsider (chaotic, evil, extraplanar); HD 6d8; hp 30; Init +8; Spd 20; AC [19](#), touch 16, flat-footed 15; **BAB +6; Grapple -3;** Atk +[12](#) melee (1d3-1 plus poison, claw); Full Atk +[12](#) melee (1d3-1 plus poison, 2 claws) and +[7](#) melee (1d4-1, bite); SA Poison, spell-like abilities; SQ Darkvision 60ft, alternate form, DR 5/cold iron or good, fast healing 2, immunity to poison, resistance to fire 10; Space/Reach 2-1/2 ft./0 ft.; AL CE; SV Fort +5, Ref +[9](#), Will +6; Str 8, Dex [18](#), Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: [Bluff +9, Diplomacy +2, Disguise +0 \(+2 acting\)](#), Hide +[21](#), [Intimidate +2, Knowledge \(religion\) +9](#), Listen +10, Move Silently +[13](#), Search +[9](#), Spellcraft +[9](#), Spot +9; [Ability Focus \(poison\)](#), Improved Initiative, Weapon Finesse.

Poison (Ex): Injury, fortitude save DC [17](#); initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Con-based and includes a +2 racial bonus.

Spell-Like Abilities: At will – detect good, detect magic, invisibility (self only); 1/day – cause fear (as the spell except that its area is 30ft from the quasit, DC 11). Caster level 6th. The DCs are Charisma-based. 1/week – commune (six questions, caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

[Insentorix is found with a few minotaur guards at OF12, a guard post \(pg. 112\).](#)

I put 3 skill points on each skill (8 skills) since he only gained 3 HD and has no modifier for intelligence. I gave him a point in Dex at 4 HD and gave him ability focus (poison) for his 6 HD feat. Because of the feat, I made his CR4 instead of 3 (it's +1 CR per 2 HD, so it's halfway and I rounded up in the players' favor).

Jolana: Female fiendish bat servant; CR -; Diminutive magical beast ([augmented animal, extraplanar](#)); HD 2-[1/4](#) d8; hp [2](#); Init +2; Spd 5 ft., fly 40 ft. (good); AC 17, touch 16, flat-footed 15; **Base Atk +1; Grp -15; Atk -**; Full Atk -; Space/Reach: 1 ft./0 ft.; [font] SQ [blindsight 20 ft.](#), cold and electricity resistance 5, darkvision 60 ft., improved evasion, shared saving throws, shared spells, SR [7](#); AL CE; SV Fort +[9](#), Ref +[6](#), Will +[6](#); Str 2, Dex 15, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +[14](#), Listen +[10](#)*, Move Silently +6, Spot +[10](#)*, Alertness. *Reduce by 4 if [blindsight](#) negated.

Blindsight (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsight.

Empathic Link (Su): Thrommel has an empathic link with Jolana out to a distance of up to 1 mile. He cannot see through her eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes

no damage on a successful saving throw and only half damage on a failed saving throw.

Share Spells: At Thrommel's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant. Jolana must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if she returns to him before the duration expires. Additionally, Thrommel may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. Thrommel and Jolana can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

[Jolana is found with Thrommel, normally in OF 27 \(pg. 120\).](#)

Not sure why Jolana had 1/2 HD before the +2 HD from being a fiendish servant; both 3.0 and 3.5 list bats as having 1/4 HD, and the fiendish template doesn't add any HD. I've applied this above, which reduces her hit points by 1.

Fiendish spell resistance has gone from double a creature's HD to their HD+5.

Fiendish creatures on the Material Plane now all have the extraplanar subtype. The evil and chaotic subtypes have been removed. There's no evidence that she should have had these from the fiendish template or being a blackguard's servant.

Bats no longer have blindsight to 120 ft., but blindsense to 20 ft.

Bats now get Alertness, which means Jolana's Listen and Spot checks get a +2 bonus.

The text had Thrommel's Dark Blessing (Cha bonus to saves) added into her saves as well, but the v3.5 rule for share saves seems to rule this out.

Given that a bat has no attacks, the Smite Good power of a fiendish creature is not relevant. The text leaves it out, so I have too.

Maracula: Female drow Clr9; CR 10, Medium-size humanoid (elf); HD 9d8; hp 44; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19; [Base Atk +6; Grp +7](#); Atk +8 melee (1d8+1, masterwork heavy mace) or +8 ranged (1d4/19-20, hand crossbow); Full Atk +8/+3 melee (1d8+1, masterwork heavy mace) or +8 ranged (1d4/19-20, hand crossbow); SA Rebuke undead 5/day, spell-like abilities, [spells](#), SQ [Darkvision 120 ft., immune to sleep](#), insanity, light blindness, [+2 bonus on saves vs. enchantments, +2 bonus on Will saves vs. spells and spell-like abilities](#), SR 20; AL CE; SV Fort +6, Ref +5, Will +8; Str 12, Dex 14, Con 10, Int 13, Wis 18 ([14*](#)), Cha 15.

[* Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +12, Knowledge (religion) +13, Listen +4, Search +3, Spot +4, Spellcraft +13; Brew Potion, Empower Spell, Scribe Scroll, [Silent Spell](#).

Spell-Like Abilities (Sp): 1/day—*dancing lights, darkness, faerie fire* (caster level 9). DC = 12 + spell level.

Insanity (Ex): Insanity score 4. Wis 22 for bonus spells and DCs; Wis 14 for other Wis-based checks.

[Turn undead: Maracula receives a +2 to turning rolls because she has 5 ranks of Knowledge \(religion\).](#)

Weapon Proficiency: Maracula is automatically proficient with the hand crossbow, the rapier, and the short sword.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Maracula for 1 round. [On subsequent rounds, she is dazzled as long as she remains in the affected area.](#)

Spells Prepared (6/7/7/5/4/3): base DC = 16 + spell level; 0—*cure minor wounds* (2), *guidance, read magic, resistance* (2); 1st—*bless, cause fear, command, divine favor, entropic shield*, protection from good, shield of faith*; 2nd—[bear's endurance](#), *bull's strength, cure moderate wounds, death knell, hold person, shatter**, *silence, 3rd-contagion, dispel magic, magic circle against good**,

magic vestment, protection from energy; 4th—*dismissal, divine power, freedom of movement, unholy blight**; 5th—*dispel good*, greater command, slay living*.

*Domain spell. Deity: Tharizdun. Domains: Chaos (Cast chaotic spells at 10th level); Evil (Cast evil spells at 10th level).

Possessions: +1 chainmail, +1 [heavy](#) steel shield of arrow deflection, potion of fly, divine scroll of greater command, flame strike and [bear's endurance](#), divine scroll of slay living and hold person, divine scroll of inflict critical wounds (2), masterwork heavy mace, hand crossbow, 10 bolts, 3 doses of giant wasp poison (Fort save DC 18; 1d6 Dex/1d6 Dex), 34 pp.

[Maracula is staying with Dirass in a guest room of the Outer Fane \(OF 48; page 126\).](#)

Added Silent Spell as she longer uses a feat to be proficient with hand crossbow. No spells are currently memorized as silent (more of a flavor thing - Dirass also has silent spell and he does not have any silent spells either, just scrolls), but she could change some if she survives a encounter with the party and decides she needs to use this tactic.

Moved greater command to 5th level where it should have been (was accidentally listed at 4th).

Tactics section has been moved to OF48 since the spell durations on the buffs are shorter.

Naquent: Female human Clr10; CR 10; Medium humanoid (human); HD 10d8+10; hp 54; Init +0; Spd 20 ft.; AC 21, touch 10, flat-footed 21; [Base Atk +7; Grp +7](#); Atk +8 melee (1d8, masterwork morningstar) or +7 ranged (1d8/19-20, light crossbow); Full Atk +8/+3 melee (1d8, masterwork morningstar) or +7 ranged (1d8/19-20, light crossbow); SA Rebuke undead 5/day; SQ insanity; AL CE; SV Fort +11, Ref +6, [Will +9](#); Str 10, Dex 11, Con 12, Int 16, Wis 18 ([13*](#)), Cha 14.

[* Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +14, Diplomacy +15, Heal +14, Knowledge (Arcana) +16, Knowledge (Religion) +16, Spellcraft +18; Brew Potion, Craft Wand, Great Fortitude, Lightning Reflexes, Scribe Scroll.

Insanity (Ex): Insanity score 5. Wis 23 for bonus spells and DCs; Wis 13 for all other Wis-based checks.

[Turn undead: Naquent receives a +2 to turning rolls because she has 5 ranks of Knowledge \(religion\).](#)

Spells Prepared (6/7/7/5/4/4): base DC 16 +spell level: 0—*cure minor wounds, detect magic, guidance* (2), *read magic, resistance* 1st—*command, divine favor, doom, protection from good*, sanctuary, shield of faith, summon monster I*; 2nd—*death knell, bear's endurance, hold person, silence, spiritual weapon* (2), *Tharizdun's touch**; 3rd—*cure serious wounds, magic circle against good**, *magic vestment, protection from energy, summon monster III*; 4th—*cure critical wounds, poison, spell immunity, summon monster IV, unholy blight**; 5th—*dispel good*, greater command, spell resistance, slay living*

*Domain spell. Deity: Tharizdun. Domains: Evil (cast Evil spells at 11th level); Madness (1/day add insanity score to Wis-based roll).

Possessions: +1 full plate, [heavy](#) steel shield, masterwork morningstar, light crossbow, 10 bolts, ochre robes, *boots of speed, cloak of resistance* +1, *wand of dispel magic* (20 charges), potion of fly, divine scroll of true seeing, *summon monster V* and *invisibility purge*, holy symbol (obex).

[Naquent is typically found in the Outer Fane, area 6 \(Page 111\).](#)

Naquent had 1 skill point too many, so her Heal was dropped by one.

Ethereal jaunt is a 7th level spell now. I replaced it with *slay living*.

The haste affect from her *boots of speed* does not grant extra partial actions in v3.5, only an extra attack when taking the full attack action (plus assorted bonuses).

arcane12 notes that the effect of these last two changes may affect Naquent a bit too much from what Monte intended for

her, particularly with her Tactics noted in OF6. An option is to trade the *boots* for a *cape of the mountebank*. However, she would have to give up her *cloak* as well. The price differences in v3.5 of such a change (*boots + cloak* vs. *cape*) would leave her with about 3,000 gp to spend. *Boots of elvenkind* closely make up that difference and keep her with magical footwear.

Satau: Male mind flayer Sor2; CR 10; Medium aberration; HD 8d8 plus 2d4; hp 41; Init +6; Spd 30; AC 17, touch 14, flat-footed 15; **BAB +7; Grapple +8:** Atk +9 melee (1d4+1, tentacle); Full Atk +9 melee (1d4+1, 4 tentacles); SA Extract, improved grab, *mind blast*, psionics; SQ Darkvision 60 ft., SR 27, telepathy 100 ft.; AL LE; SV Fort +3, Ref +5, Will +14; Str 13, Dex 15, Con 10, Int 19, Wis 18, Cha 17.

Skills and Feats: Bluff +11, Concentration +13, Diplomacy +7, Disguise +3 (+5 acting), Hide +8, Intimidate +10, Knowledge (arcana) +12, Knowledge (religion) +9, Listen +12, Move Silently +7, Spellcraft +16, Spot +12; Combat Casting, Dodge, Improved Initiative, Weapon Finesse.

Spells Known (5/3; base DC = 13 + spell level): 0 - *arcane mark*, *detect magic*, *detect poison*, *mage hand*, *read magic*; 1st - *shield*, *true strike*.

Extract (Ex): If Satau begins a turn with all four tentacles attached, and makes a successful grapple check, he automatically extracts the brain, instantly killing the victim.

Improved Grab (Ex): If Satau hits a Small, Medium, or Large creature with his tentacle attack, he can attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and attaches his tentacle to the opponent's head. He can grab a Huge or larger creature, but only if he can somehow reach the foe's head. If he begins his turn with at least one tentacle attached, he can try to attach his remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but Satau gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Mind Blast (Sp): 60 ft. cone; Will save DC 17 or be stunned for 3d4 rounds. This ability is the equivalent of a 4th level spell.

Psionics (Sp): At will—astral projection, charm monster (DC 17), detect thoughts (DC 15), levitate, plane shift, suggestion (DC 16) (all as Sor8).

Telepathy (Su): Satau can communicate telepathically with any creature within 100 ft. that has a language.

Possessions: Wand of invisibility (16 charges), ring of protection +2, arcane scroll of see invisibility, arcane scroll of displacement, *cloak of resistance +1*, wand of magic missile (5th, 20 charges), silver necklace with moonstones (700gp value).

Satau meditates on things that might be in OF4 (pg. 110).

Spell resistance for mind flayers is now 25 + class levels.

I adjusted the skills so they matched the v3.5 *Monster Manual* then added +12 skill points for 2 levels of sorcerer.

He loses 2 feats because base mind flayers get fewer. I dropped Alertness and Combat Expertise.

Sorcerers cannot use *pearls of power*, so I swapped it out for a *cloak of resistance +1*.

Thrommel: Male human vampire Pal3/Blk9; CR 14; Medium undead (augmented humanoid); HD 12d12; hp 83; Init +7; Spd 30 ft.; AC 26, touch 14, flat-footed 23; **Base Atk +12; Grp +19;** Atk +20 melee (2d6+11/19-20, +1 unholy greatsword) or +19 melee (1d6+10 and energy drain, slam); Full Atk +20/+15/+10 melee (2d6+11/19-20, +1 unholy greatsword) or +19 melee (1d6+10 and energy drain, slam); **Space/Reach: 5 ft./5 ft.**; SA aura of despair, blood drain, children of the night, command undead 8/day (as Clr7), create spawn, dominate, energy drain, smite good (3/day, +5 attack, +9 damage), sneak attack +2d6, spells; SQ alternate form, aura of evil, cold and electricity resistance 10, damage reduction

10/silver and magic, detect good, fast healing 5, fiendish servant, gaseous form, *lay on hands*, poison use, spider climb, undead traits, +4 turn resistance, vampire weaknesses; AL CE; SV Fort +14, Ref +14, Will +12; Str 24, Dex 16, Con -, Int 13, Wis 17, Cha 20.

Skills and Feats: Bluff +13, Concentration +11, Hide +13, Jump +9, Knowledge (history) +3, Knowledge (nobility and royalty) +5, Knowledge (religion) +3, Listen +13, Move Silently +9, Ride (horse) +15, Search +9, Sense Motive +11, Spot +13; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Silent Spell, Power Attack, Improved Sunder.

Spells Prepared (3/3/2/1; base DC 13+spell level): 1st – *doom*, inflict light wounds (2); 2nd – *darkness*, *death knell*, inflict moderate wounds; 3rd – silent bull's strength, inflict serious wounds; 4th – silent protection from energy.

Alternate Form (Su): Similar to polymorph cast by a 12th level character, except that Thrommel does not regain hit points for changing form and must choose from among the forms mentioned below. While in his alternate form, Thrommel loses his natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of his new form. He can only assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. He can remain in that form until he assumes another or until the next sunrise.

Aura of Despair (Su): Enemies within 10 ft. suffer a -2 penalty on all saving throws.

Aura of Evil (Su): Thrommel has a strong aura of evil (see the detect evil spell).

Blood Drain (Ex): Thrommel can suck blood from a living victim with his fangs by making a successful grapple check. If he pins the foe, he drains blood, inflicting 1d4 points of permanent Con drain each round the pin is maintained. On each such successful attack, Thrommel gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day Thrommel can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and him for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a Thrommel's energy drain attack rises as a vampire spawn (see *Monster Manual* page 253) 1d4 days after burial. If he instead drains a victim's Con to 0 or less, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of Thrommel and remains enslaved until Thrommel's destruction. At any given time Thrommel may have enslaved spawn totaling no more than 24 Hit Dice; any spawn he creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so Thrommel can control a number of lesser vampires in this fashion. He may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Damage Reduction (Su): Thrommel has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Detect Good (Sp): At will, Thrommel can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Dominate (Su): Thrommel can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that he must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed at a Will save (DC 21) or fall instantly under his influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 ft.

Energy Drain (Su): Living creatures hit by Thrommel's slam attack suffer two negative levels. For each negative level bestowed, he gains 5 temporary hit points. He can use his energy drain ability

[once per round. The DC is 21 for the Fortitude save to remove each negative level.](#)

Fast Healing (Ex): Thrommel heals 5 points of damage each round so long as he has at least 1 hit point. If reduced to 0 hit points in combat, he automatically assumes gaseous form and attempts to escape. He must reach its coffin home within 2 hours or be utterly destroyed. ([He can travel up to nine miles in 2 hours.](#)) Any additional damage dealt to Thrommel when forced into gaseous form has no effect. Once at rest in his coffin, [Thrommel is helpless](#). He regains 1 hit point after 1 hour, then [is no longer helpless](#) and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, Thrommel can assume gaseous form at will as the spell ([caster level](#) 5th), but he can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Lay on hands (Sp): 1/day, Thrommel can heal himself or his fiendish servant of 45 points of damage.

Poison Use (Ex): Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Resistances (Ex): Thrommel has resistance to cold [10](#) and electricity [10](#).

Spider Climb (Ex): Thrommel can climb sheer surfaces as though with a [spider climb](#) spell.

Undead Traits: [Darkvision 60 ft.](#) Immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, [nonlethal](#) damage, ability drain, energy drain, or death from massive damage. [Immune to damage to its physical ability scores as well as to fatigue and exhaustion effects.](#) Immune to any effect that requires a Fortitude save ([unless the effect also works on objects or is harmless](#)). [Does not need to breathe, eat or sleep.](#)

Not affected by [raise dead](#) and [reincarnate](#) spells or abilities. [Resurrection and true resurrection](#) can affect destroyed undead creatures. These spells turn Thrommel back into the living creature he was before becoming undead, so long as his soul is willing to return.

Vampire Weaknesses: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Exposing any vampire to direct sunlight disorients it: It can take only [a single move action or attack action](#) and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Possessions: +1 [unholy greatsword](#) ("Dirge"), +1 [breastplate](#), [boots of striding and springing](#), [ring of counterspells](#) (currently loaded with [fireball](#)), [ring of protection +1](#), [holy symbol](#) (obex).

[Thrommel is typically found brooding in his chambers \(OF 27, pg. 120\).](#)

Adjusted speed and Jump as a result of changes to *boots of striding and springing*

Paladins now get Knowledge (nobility and royalty) as a class skill. Doubled Thrommel's ranks in this from 2 to 4.

Aura of despair has changed from a morale penalty to an unnamed penalty, so it's no longer negated by things like a paladin's aura of courage.

Abilities formerly listed as being Sor12 now say caster of character level 12th – or 5th, in the case of gaseous form.

All undead now get Darkvision 60 ft. Other immunities have been clarified and expanded.

A 9th level blackguard gets to smite good 2/day (at 2nd and 5th level). But since he also has three levels of paladin, he gets to smite good one additional time per day.

Lay on hands is interesting – it's correct as written and I agree with it, but there are underlying tensions with the game mechanics of healing. The normal implication is that healing = positive energy, which is good for living creatures and bad for undead. Since a vampire blackguard can heal himself, isn't this channeling negative energy? But he can also heal his fiendish servant, which is a living creature – is this channeling positive energy? I'm just glad that – unlike paladins – a blackguard can't use his *lay on hands* ability to deal damage to undead...

Added the text on vampire weaknesses, which wasn't in the original appendix. They can't cross running water, but Lake Stalagos certainly isn't "running". I can't think of any places in the CRM off hand where there might be running water that Thrommel couldn't cross.

The part about being "unable to enter a home or building unless invited by someone with the authority to do so" is interesting too – although inhabited, I'd say Thrommel could travel throughout most of it unhindered, since it's all really just tunnels and caverns in the one big complex. The exception may be the dwarven temple: it's got doors separating it from the rest of the complex, the other inhabitants of the CRM don't know about it, it has a specific and different purpose. It's also where a bunch of adventurers could potentially hole up – would this make them the "authoritative" people from whom Thrommel would need an invitation? I suppose it depends on how strongly the party identifies the place as "theirs" – if they feel they're only "passing through", there's probably nothing preventing Thrommel from entering the place himself...

Changed "fiendish servant benefits" to "fiendish servant" – as far as I can tell, there aren't (and never have been) any statistical benefits in having a fiendish servant.

A blackguard has an aura of evil equal to their class level plus any cleric levels - these give Thrommel a rating of 9, two points short of being "overwhelmingly" evil from those levels. Although they normally don't stack, Thrommel's remaining three levels of paladin (fallen) as an undead would push him to 10.5 on the cleric/outsider scale; exactly half way between a "strong" evil and an "overwhelming" evil.

Ukemil: Male troglodyte Clr5/Rog4; CR 10; Medium humanoid (reptilian); HD 2d8+4 plus 5d8+10 plus 4d6+8; hp 69; Init +4; Spd 40 ft.; AC 24, touch 14, flat-footed 20; [Base Atk +7; Grp +8](#); Atk +9 melee (1d6+2/19-20, +1 short sword) or +12 ranged (1d6+1, javelin); Full Atk +9/+4 melee (1d6+2/19-20, +1 short sword) and +6 melee (1d4, bite) or +12/+7 ranged (1d6+1, javelin); SA Rebuke undead 5/day, sneak attack +2d6, stench; SQ darkvision 90 ft., demonic right leg, evasion, insanity, [trapfinding, trap sense +1, uncanny dodge](#); AL NE; SV Fort +10, Ref +9, Will +7; Str 12, Dex 18, Con 14, Int 11, Wis 16 ([14*](#)), Cha 14.

* Adjusted to take Insanity into account.

Skills and Feats: Bluff +6, Climb +7, Concentration +8, Disable Device +4, Hide +15*, Jump +11, Knowledge (religion) +5, Listen +10, Move Silently +13, Search +4, Spot +6, Use Magic Device +5; Dodge, Mobility, Multiattack, Scribe Scroll, Weapon Focus (javelin).

*+4 bonus on Hide checks in rocky or underground settings.

Stench (Ex): When angry or frightened, Ukemil secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Demonic Right Leg: A demonic right leg is long and agile. It increases Ukemil's speed by +10 (included above) and grant a +5 competence bonus on Climb and Jump checks. (See the sidebar on Drawbacks to Demonic Additions, page 115, for more information.)

Insanity: Insanity score 2. Wis 18 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0—cure minor wounds (2), detect magic, detect poison, resistance, 1st—bane, command, cure light wounds, *lesser confusion**, shield of faith; 2nd—*bear's endurance*, bull's strength, hold person, Tharizdun's touch* 3rd—contagion*, cure serious wounds, dispel magic.

*Domain spell. **Deity:** Tharizdun. **Domains:** Destruction (1/day smite, +4 attack, +5 damage); Madness (1/day add Insanity score to Wis-based roll).

Possessions: Black robes, +2 leather armor of silent moves, +1 short sword, potion of cat's grace, divine scroll of cure light wounds, divine favor, and locate object, 2 javelins, curved knife, 110 gp, iron key (opens chest in area 40 of the Other Fane), holy symbol (obex).

[Ukemil tends the Outer Fane kennels in OF39 \(page 124\).](#)

Have adjusted Ukemil's Con to 14 for now and adjusted his Fort save as well. If you think I should adjust his HP and concentration instead please post.

Adjusted Move silently for the adjustment on silent moves (+5 bonus rather than +10).

Varachan: Male human ([ex-](#))Cler12; CR 12; Medium humanoid (human); HD 12d8+24; hp 80; Init +4; Spd 20 ft.; AC 21, touch 10, flat-footed 21; **Base Atk +9; Grp +10;** Atk +11 melee (1d8+1, masterwork heavy mace) or +9 ranged (1d8/19-20, light crossbow); Full Atk +11/+6 melee (1d8+1, masterwork heavy mace) or +9 ranged (1d8/19-20, light crossbow); AL NG; SV Fort +11, Ref +7, Will +12; Str 13, Dex 10, Con 14, Int 12, Wis 17, Cha 14.

Skills and Feats: Bluff +9, Concentration +17, Diplomacy +4, Intimidate +4, Knowledge (arcana) +16, Knowledge (religion) +16, *Spellcraft* +3; Brew Potion, Craft Wand, Improved Initiative, Lightning Reflexes, Scribe Scroll, Still Spell.

Spells Prepared: None currently.

Deity: None (formerly Tharizdun).

Possessions: +1 full plate armor, cloak of resistance +1, wand of cure light wounds (15 charges), wand of silence (42 charges), potion of neutralize poison, divine scroll of true seeing, summon monster III, and flame strike, masterwork heavy mace, *heavy* steel shield, light crossbow, 10 bolts, iron key (opens chest in area 41 of the Outer Fane).

Varachan has 1 missing skill point. Assumed to be cross classed into bluff to make for 7.5 ranks.

His turning ability has been removed, and probably should not have been there in the original since an ex-Cleric loses all class features until he atones or successfully switches deities (or commits to two domains). He can not presently use his wands or scrolls since he has no spell casting ability.

neutralize poison has the new ability to protect from poison in v3.5. A potion of it has a duration of 50 minutes (CL 5th).

Victor: Male half-elf Rog5/Asn4; Medium humanoid (half-elf); HD 5d6+5 plus 4d6+4; hp 40; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 20; **Base Atk +6; Grp +9;** Atk +10 melee (1d6+4/18-20, +1 rapier) or +9 ranged (1d8+1/19-20, masterwork light crossbow with +1 bolt); Full Atk +10/+5 melee (1d6+4/18-20, +1 rapier) or +9 ranged (1d8+1/19-20, masterwork light crossbow with +1 bolt); SA sneak attack +5d6, death attack; SQ evasion, immune to sleep, trap finding, trap sense +1, low-light vision, poison use, uncanny dodge, improved uncanny dodge, +2 bonus on saves against poison, +2 bonus on saves against enchantment effects; AL CE; SV Fort +3, Ref +10, Will +2; Str 16, Dex 14, Con 13, Int 13, Wis 10, Cha 9.

Skills and Feats: Balance +11, Concentration +3, Diplomacy +1, Disguise +3, Escape Artist +5, Gather Information +1, Hide +17, Intimidate +7, Jump +12, Listen +12, Move Silently +12, Search +2, Spot +9, Tumble +14; Dodge, *Combat Expertise*, Improved Disarm, Improved Initiative.

[Assassin Spells Known](#) (4/1; save DC 11 + spell level; 25% arcane spell failure chance): 1st—*disguise self*, detect poison, obscuring mist, ghost sound; 2nd—alter self, darkness, *spider climb*.

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+4 rounds) or kill the victim. Fort save DC 15 to resist.

Possessions: +1 rapier, +1 elven chain, +1 buckler, masterwork light crossbow, 5 +1 bolts, 1 screaming bolt, 14 bolts, *cloak of elvenkind*, potion of lesser restoration, *lilac stone facemask*.

[Victor is typically found in the Outer Fane, area 16 \(page 113\).](#)

Victor's spellbook has been removed from his inventory as v3.5 assassins are now spontaneous spell casters. Spells deleted from his spell selection which can be substituted in to taste are *pass without trace*, and *undetectable alignment*. Note that *spider climb* is now a level 2 assassin spell in v3.5.

He has 4 extra skill points in the text and 13 ranks (12 max) in several skills, which are now fixed above. His *cloak* only gives a +5 bonus to Hide now in v3.5.

Vister: Female elf Pal7; CR 7 (currently 6 without gear); Medium-size humanoid (elf); HD 7d10+7; hp 50; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); **Base Atk: +7; Grp +9;** Atk +9 melee (1d3+2 nonlethal, unarmed strike); Full Atk +9/+4 melee (1d3+2 nonlethal, unarmed strike); SA Smite evil (2/day, +2 attack, +7 damage), turn undead 5/day (as [Clr4](#)); SQ Immune to sleep, low-light vision, paladin abilities, +2 bonus on saves against enchantment effects; AL LG; SV Fort +8, Ref +5, Will +5; Str 14, Dex 13, Con 12, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +6, Diplomacy +4, Heal +3, Knowledge (religion) +1, Listen +3, Ride +11, Search +2, Spot +3; Dodge, Mobility, Mounted Combat.

Paladin Abilities: *Aura of good*, detect evil, divine grace, lay on hands (14 points/day), aura of courage, divine health, *summon special mount (14 hours)*, remove disease 1/week.

Spells Prepared (2; base DC = 11 + spell level; [Caster level 3](#)): 1st—divine favor, protection from evil.

Possessions: None (currently imprisoned).

[Vister is locked away in the prison of the Outer Fane \(OF 32, page 121\).](#)

In v3.5, Vister has the option to summon her mount once per day after being freed from the cell (it would be useless or in danger while she is imprisoned). If you don't want to add this component to her, assume her mount died less than thirty days ago (say, when she was captured). She can then not summon a new one yet, but she takes a -1 penalty on attack and damage rolls. On the other hand, her summoned mount appears with the gear it had when it left last, which could include some

minor equipment for her. This might make her slightly more useful as an NPC deep in the Outer Fane.

The Inner Fane

Dark Wights: Advanced wights; CR 5; Medium undead; HD 8d12; hp 52 (see scenario for effective hit points); Init +1; Spd 20 ft. (base 30 ft.); AC 20, touch 11, flat-footed 19; **Base Atk +4; Grp +5;** Atk +6 melee (1d4+1, slam); Full Atk +6 melee (1d4+1, slam); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +11, Move Silently +16, Spot +11; Alertness, Blind-Fight, **Weapon Focus (slam).**

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fort save to resist the negative level.

Possessions: Breastplate, black tattered clothing.

[The dark wights are found in three groups of 8 throughout the Blasted Yard of the Inner Fane.](#)

The dark wights as given in the adventure are properly advanced for v3.0.

In v3.5 only Will saves are an undead's good saves. Due to advancement they gained 16 skill points. I placed 4 in each skill and then added armor check penalties.

unhallow has not changed in v3.5. *Aid* though has changed slightly, but by the rules it should not be affecting the wights anyway (undead are immune to mind-affecting spells and the target of the spell is a living creature). According to the adventure the wights gain +4 hit points because of it. If you are going to allow *aid* aiding undead you might want to increase the bonus 10 hit points to +14 (assuming a 10th level caster placed the *unhallow*). Since undead are immune to *aid*, I also did not calculate the +1 morale bonus to attack (though that was missing in the original as well).

The adventure description includes a +2 to Dex, I have not included it, because it is not part of normal advancement rules.

The effects of the *protection from good* have not been taken into account, since not all PCs have to be good aligned.

The Door: Large construct; CR 12; HD 16d10+30; hp 120; Init +4; Spd 0 ft.; AC 2 (-1 Size, -5 Dex, -2 object), touch 2, flat-footed 2; **Base Atk +12; Grp -;** Atk -; Full Atk -; SA Spell-like abilities; SQ Telepathic speech (range 100'), construct traits, electricity and fire deal half damage, cold deals a quarter damage, SR 30, hardness 20, break DC 50; AL N; SV Fort +5, Ref -, Will +7; Str --, Dex --, Con --, Int 10, Wis 14, Cha 17.

Skills and Feats: Concentration +5, Knowledge (religion) +5, Listen +12, Sense Motive +10, Spellcraft +5, Spot +12; Alertness, Empower Spell-Like Ability (lightning bolt), Greater Spell Penetration, Improved Initiative, Spell Penetration.

Construct Traits: Low-light vision; Darkvision 60 ft.; Immunity to all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects and necromancy effects; not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain; Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless); Not at risk from massive damage; Constructs do not eat, sleep, or breath.

Spell-like abilities: 3/day - detect evil, detect good, detect thoughts (DC 15), dismissal (DC 18), fear (DC 17), *seelemind* (DC 18), empowered lightning bolt (DC 16), summon monster V, wall of fire. Caster level 10. The save DC is Charisma based.

[The Door guards the entrance to the Black Spike in the Inner Fane.](#)

The above is a modification for v3.5 based on The Door provided in the original errata. Some of its abilities differ significantly from what is provided in the adventure itself. Since the properties of adamantine have not changed, the information given in the adventure works perfectly well in v3.5.

If you really want to treat the door as a construct, which then should resemble The Door in the scenario as closely as possible and still remains as true as possible to the game, the stats provided above is one way of doing it. I took the liberty of changing some of the errors/assumptions made in the errata to make it fit better with the standards of v3.5 as far as constructs and objects are concerned.

To get 120 hp an construct needs 16 HD to keep it within standard construct design. A stone golem has a CR of 11 with less HD, but with better physical attacks. If anything, I think the CR of 12 might be on the high side.

The door cannot move, so it is much better to assume it has a Dex of - and not of 0.

I took the liberty as treating it fully as an object as far as immunities for energy attacks are concerned.

Usually the caster level of spell-like abilities is equal to the HD of the creature, there are a few notable exceptions (e.g. the lillend, the annis, the leonal and the avoral) so this change is not that strange.

A construct gains 2 skill points per HD, hence the increase in skills.

In v3.5 constructs do gain feats when they have an Int score just as most other creatures.

It is a shame that there is no Spell-Like Ability Focus in v3.5.

Half-Dragon Half-Tyrannosaurus: One black and one blue; CR 10; Huge dragon ([augmented animal](#)); HD 18d10+108 plus 1d8+10; hp 204 (black) or 209 (blue); Init +5; Spd 40 ft.; AC 22, touch 9, flat-footed 21; Space/Reach 15/10; **Base Atk +13; Grp +34;** Atk +25 melee (3d6+13, bite); Full Atk +25 melee (3d6+13, bite) and +20 melee (1d8+6, 2 claws); SA Breath weapon, improved grab, swallow whole; SQ Darkvision 60 ft., immune to acid (black) or electricity (blue), immune to sleep and paralysis, low-light vision, scent; AL CE; SV Fort +17, Ref +12, Will +8; Str 36, Dex 12, Con 23, Int 4, Wis 15, Cha 12.

Skills and Feats: Hide -7, Listen +27, Move Silently +11, Spot +27; Alertness, Cleave, Improved Initiative, Improved Natural Attack (bite), Power Attack, Run, Track.

Breath Weapon (Ex): 1/day (black) - 60 ft. [line](#) of acid, 6d8 points of acid damage, Ref save DC 25 half; or 1/day (blue) - 60 ft. [line](#) of lightning, 6d8 points of electricity damage, Ref save DC 25 half.

Improved Grab (Ex): To use this ability, the half-dragon tyrannosaurus must hit a [Large](#) or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe [the following round](#).

Swallow Whole (Ex): A half-dragon tyrannosaurus can try to swallow a Medium or smaller [grabbed](#) opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of [bludgeoning](#) damage per round plus 8 points of acid damage from the half-dragon tyrannosaurus's gizzard. A swallowed creature can cut its way out by using a [light slashing or piercing](#) weapon to deal 25 points of damage to the gizzard (AC 12). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The gizzard can hold two Medium, [eight](#) Small, [thirty-two](#) Tiny, or [one-hundred twenty-eight](#) Diminutive or smaller opponents.

[These monsters guard the Black Spike at IF1 \(page 129\).](#)

The hit dice type has been decreased to d10, because a dinosaur is an animal in v3.5 and has a d8 base HD. Half-

dragons have no sub-types in v3.5. The Con modifier has changed due to a change in the tyrannosaurus.

Be aware that the bite and claw damage has decreased significantly in v3.5 (the latter looked to be a typo in the v3.0 MM half-dragon template). In addition, half-dragons now have specific primary and secondary attacks specified (claws and bite) with the attack sequence appearing to be fixed. Loser wording was used in v3.0. Although there was some debate among the converting team, consensus was to leave the bite as a primary attack in the block above to avoid changing these dinos' chompy flavor too much. Two of their special abilities depend on the bite as well.

If you prefer the stricter interpretation of the v3.5 template wording, the attack sequence becomes:

Atk +25 melee (1d8+13, claw); Full Atk +25 melee (1d8+13, 2 claws) and +20 melee (3d6+6, bite)

Note that in v3.5, you can still use a secondary attack in a (non-full) attack action but you retain the -5 penalty. With the increased damage and improved grab/swallow ability of the bite, if you prefer this sequence it still might be useful to use the bite as a single (non-full) attack occasionally.

Skills and feats of the standard tyrannosaurus are different from the one given in the adventure. They gained 9 skill points in v3.5 which were used to max out the three skills in the adventure (21 points each). Move Silently is cross-class and so has an unused point stashed in it. I replaced the three Toughness feats (which are not racial) with the three differing feats in the adventure: Improved Initiative, Power Attack, and Cleave.

Breath weapon damage is the same for each type of half-dragon in v3.5. The DC depends on HD and Con modifier in v3.5. The increase to the DC is immense!

With an Int of 4, these creatures can understand a language. We think Draconic is most appropriate. We didn't think the addition of the template was enough to grant them speech, however.

The effects of *aid* have been included in hp and the attack roll. In v3.5 *aid* gives more temporary hit points. *protection from good* effects have not been included.

Violet Fungus: Huge Plant; CR 11; HD 20d8+160 (250 hp); Init -3; Spd 10 ft.; AC 14, touch 5, flat-footed 14; Base Atk +15; Grp +34; Atk +24 melee (2d6+11 plus poison, tentacle); Full Atk +24 melee (2d6+11 plus poison, 4 tentacles); SA Poison; SQ Low-light vision, plant traits; Space/Reach 15/30; AL N; SV Fort +20, Ref +3, Will +7; Str 32, Dex 4, Con 26, Int -, Wis 12, Cha 9.

Skills and Feats: None.

Plant Traits: Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); immunity to poison, sleep effects, paralysis, polymorph, and stunning, not subject to critical hits; plants breathe and eat, but do not sleep.

Poison (Ex): Injury, Fortitude DC 28, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

There is no advancement for violet fungi to 20HD, so I took Monte at his word that it is Huge. It is non-intelligent, so gains no skills or feats. I calculated the CR as +3 (base) +2 (size) +4 (+18HD) +2 (special abilities tremendously improved).

Plants still gain ability score improvements and I added the +5 abilities scores to Wisdom (+1), Str (+2), and Con (+2). The poison DC is calculated (per v3.5) as 10 + 1/2 HD + Con modifier.

With regards to the Space/Reach, a regular Medium violet fungus has 5ft space and 10ft reach. The translates into doubling the space to get the reach, so a Huge violet fungus with 15ft space would have 30ft reach. Yes, that means that it can attack anywhere in the entire level and even 10ft down the

stairs. This, plus the huge poison DC increase, means that the combat special abilities are tremendously improved in my opinion (and thus, the extra 2 increase in CR).

The *aid* from the *unballow* is not added in here because Plant creatures are immune to mind-affecting spells. If you wish to include the bonuses anyway, add +1 to the attack modifier (+25) and 14 hp (264).

Erdso: Male human Mnk8; CR 8 (currently 7 without gear); Medium humanoid (human); HD 8d8+8; hp 50; Init +3, Spd 50 ft.; AC 14, touch 14, flat-footed 11; Base Atk +6; Grp +6; Atk +10 melee (1d10, unarmed strike); Full Atk +10/+5 melee (1d10, unarmed strike) or +9/+9/+4 (1d10, flurry of blows); SQ Monk abilities; AL LN; SV Fort +7, Ref +9, Will +4; Str 10, Dex 17, Con 12, Int 8, Wis 6, Cha 10.

Skills and Feats: Balance +5, Climb +11, Jump +10, Listen +11, Move Silently +14, Spot +0, Tumble +14; Alertness, Deflect Arrows, Dodge, Improved Trip, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike).

Monk Abilities: Flurry of blows, evasion, still mind, ki strike (magic), slow fall 40 ft., purity of body, wholeness of body.

Stunning Fist (Ex): 8/day; DC 12.

Possessions: None (held by Yrthuk Innar).

Erdso is typically found in the Inner Fane, Sublevel 1 (Page 135).

v3.5 monks have some ability changes. Erdso loses leap of the clouds, but gains ki strike. His Wis modifier no longer prevents the monkly AC bonus from applying in v3.5. His stunning DC was wrong in the original text.

Festalon Girrot: Male elf Clr7; CR 7 (currently 6 without gear); Medium humanoid (elf); HD 7d8; hp 32; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +5; Grp +7; Atk +7 melee (1d3+2 nonlethal, unarmed strike); Full Atk +7 melee (1d3+2 nonlethal, unarmed strike); SA Turn undead 5/day; SQ Immune to sleep, low-light vision, +2 bonus on saves against enchantment effects; AL CG; SV Fort +5, Ref +5, Will +8; Str 14, Dex 12, Con 10, Int 13, Wis 17, Cha 15.

Skills and Feats: Concentration +10, Heal +13, Knowledge (religion) +11, Listen +5, Search +3, Spot +5; Craft Wand, Lightning Reflexes, Weapon Focus (morningstar).

Turn Undead: Festalon Girrot gains a +2 synergy bonus on Turn Undead checks because he has 5 or more ranks in Knowledge (religion).

Spells Prepared (6/6/5/4/2; base DC 13 + spell level): None currently.

Deity: Ehlonna. *Domains:* Good (cast good spells at 8th level); Sun (1/day greater turning).

Possessions: None (held by Yrthuk Innar).

Festalon Girrot is typically found in the Inner Fane, Sublevel 1 (Page 135).

The First: Male human Clr10/Doomdreamer5; Medium humanoid (human); HD 15d8 +48 plus 1d8+10; hp 142; Init +5; Spd 20 ft.; AC 29, touch 13, flat-footed 28; Base Atk +10; Grp +13; Atk +16 (9, 6 tentacles from *greater tentacle rod*) or +14 melee (touch attack, depends on the spell); Full Atk +16 (9, 6 tentacles from *greater tentacle rod*) or +14/+9 melee (touch attack, depends on the spell); SA Chill soul, dark lore, *maddening bowl*, rebuke undead 5/day; SQ *Dark communion ritual*, doom dreamer secrets, insanity; AL CE; SV Fort +13, Ref +9, Will +17; Str 16, Dex 13, Con 16, Int 17, Wis 21 (14*), Cha 15.

* Adjusted to take Insanity into account.

Skills and Feats: Concentration +21, Heal +20, Knowledge (arcana) +21, Knowledge (religion) +21, Listen +11, Spellcraft +23; Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Mobility, Spell Focus (Necromancy).

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an *inflict wounds* spell, but is negated if the victim is wearing the *purple robes of Tharizdun*.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Maddening Howl (Sp): 1/day, as a standard action, give a howl that effects all living creatures within 50 ft. Those in the area must make Will saves (DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Dark Communion Ritual (Sp): 1/week can perform a ritual (that takes a full night and must be performed in a temple with a human sacrifice) that allows him to gain knowledge (see Appendix 2).

Doomdreamer Secrets: Unnatural vitality (+3 hp), curse of power (treat as 16th level when casting evil spells), paying fealty to death (+1 to DC of death effects).

Insanity (Ex): Insanity Score 7. Wis 28 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Spells Prepared (6/9/8/8/7/7/5/4/3; save DC 19 +spell level): 0—*cure minor wounds*, *detect magic*, *light*, *mending*, *resistance* (2); 1st—*bane*, *command*, *comprehend languages*, *cure light wounds*, *entropic shield*, *obscuring mist*, *protection from good*~, *lesser confusion**, *shield of faith*; 2nd—*bull's strength*, *darkness*, *death knell*@~, *hold person* (2), *silence*, *spiritual weapon*, *Tharizdun's Touch**; 3rd—*bestow curse*#, *cure serious wounds* (2), *dispel magic*, *invisibility purge*, *magic vestment*, *protection from energy*, *rage**; 4th—*confusion**, *death ward*#, *discern lies*, *dismissal*, *neutralize poison*, *restoration*, *spell immunity*; 5th—*dispel good*~, *flame strike*, *mass inflict light wounds*#, *maximized cure moderate wounds*, *slay living*@, *spell resistance*, *true seeing*; 6th—*blade barrier*, *ethereality*, *greater dispelling*, *heal*, *phantasmal killer*; 7th—*blasphemy*~, *destruction* (2), *disintegrate**; 8th—*maximized flame strike*, *Tharizdun's maddening scream**, *unholy aura*~;

*Domain spell. Deity: Tharizdun. Domains: Destruction (1/day smite, +4 attack, +1 15 damage); Madness (1/day add insanity score to Wis-based roll).

Because of Spell Focus (Necromancy), the base DC against these spells is 20 + spell level. [Note that the various *inflict wounds* spells are also necromancy spells.](#)

@ Because of the paying fealty to death ability, the base DC against these spells is 21 + spell level.

[~ Evil spell, cast at 16th level due to Doomdreamer Secret.](#)

Possessions: *Greater tentacle rod* (see Appendix 1), +2 *full plate*, +2 *heavy steel shield*, *amulet of natural armor* +2, *helmet of protection* +2 (as ring), *cloak of resistance* +2, *strand of prayer bead (karma only)*, *torch of revealing* (and 6 cones of *incense of dreaming*; see Appendix 1), *black thurible* (and 4 balls of *incense of dreaming*; see Appendix 1), *potion of haste*, 200 gp ring, silver holy symbol (obex).

[The First is found in his chambers in the Inner Fane, Level 8, room 3 \(page 132\).](#)

The +3 hit points of the unnatural vitality was not listed in his HD.

Once again, *aid* now gives more temporary hit points hence the increase. The attack bonus was not in the original, but has been included here.

Knowledge (arcana) gives a synergy bonus on Spellcraft.

bestow curse now a days is a necromancy spell

phantasmal killer is neither a necromancy nor a death effect.

bear's endurance cannot be maximized anymore, so I selected a defensive spell as a replacement. Though perhaps you would prefer a spell like *plane shift*, but your players will hate you for it.

Strangely enough Spell Focus of the First already only gave a +1 to DC in the text. Perhaps Monte is a bit psychic?

The *strand* with this one bead is now 20,000 gp, 4x as expensive as the original item. Note that the v3.5 DMG (and SRD) has a typo (at the time of this writing) for the cost of the full *strand of prayer beads*. It should be 45,800 gp, not 25,800 gp.

The chill soul ability does not describe the type of damage dealt, though it is suggested that it is negative energy. In v3.0 this was not very important, but *death ward* protects against ALL negative energy attacks in v3.5. So does *death ward* protect against Chill Soul? You'll need to decide if your players routinely use this spell.

The Third: Female half-air elemental/half-human
Clr8/Doomdreamer5; CR 15; Medium outsider (*air*); HD 13d8+[55 plus 1d8+10](#); hp 133; Init +4; Spd 30 ft.; AC [24](#), touch 16, flat-footed [20](#); *Base Atk +9; Grp +11*; Atk +13 melee (1d10+4/19-20 [plus 1d6 cold](#) [+1d10 cold on crit], +1 *icy burst heavy flail*); Full Atk +13/+8 (1d10+4/19-20 [plus 1d6 cold](#) [+1d10 cold on crit], +1 *icy burst heavy flail*); SA *Chill soul*, *dark lore*, *maddening howl*, *rebuke undead* 6/day; SQ *Dark communion ritual*, *doomdreamer secrets*, half-elemental abilities, *immune to disease and cold*, [+4 bonus on saves against poison](#), *insanity*; AL CE; SV Fort +11, Ref +9, Will +12; Str 14, Dex 19, Con 18, Int 16, Wis 19 ([11*](#)), Cha 17.

[*Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +20, Diplomacy +5, Intimidate +15, Knowledge (arcana) +18, Knowledge (religion) +19, Search +8, Spellcraft [+21](#); *Combat Casting*, Dodge, Iron Will, Lightning Reflexes, Spell Focus (Necromancy), Weapon Focus (Heavy Flail).

[If the Third has a chance to cast *bull's strength* and *bear's endurance* upon herself prior to melee, she will do so.](#) With *bull's strength* and *bear's endurance* hp 159, Atk [+15](#) melee (1d10+7/19-20 [plus 1d6 cold](#) [+1d10 cold on crit], +1 *icy burst heavy flail*); Full Atk [+15/+10](#) (1d10+7/19-20 [plus 1d6 cold](#) [+1d10 cold on crit], +1 *icy burst heavy flail*); SV Fort +13; Str [18](#), Con 22. Concentration +22.

[Rebuke undead: The Third gains a +2 synergy bonus on Rebuke Undead checks because she has 5 or more ranks in Knowledge \(religion\).](#)

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an *inflict wounds* spell, but is negated if the victim is wearing the *purple robes of Tharizdun*.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Maddening Howl (Sp): 1/day, as a standard action, give a howl that affects all living creatures within 50 ft. Those in the area must make Will saves (DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Dark Communion Ritual (Sp): 1/week can perform a ritual (this takes a full night and must be performed in a temple with a human sacrifice) that allows *her* to gain knowledge (See Appendix 2).

Doomdreamer Secrets: Unnatural vitality (+3 hp), deeper madness (+2 to Insanity score), unholy pact (1/week, no payment needed for *planar ally*).

Half-Elemental Abilities (Sp): 1/day *obscuring mist*, *wind walk*, *gaseous form*, *air walk*, *control winds*, *chain lightning*, *control weather*. DC = 13 + spell level.

Insanity (Ex): Insanity score 8. Wis 27 for bonus spells and DCs; Wis 11 for all other Wis-based checks.

Spells Prepared (6/8/8/7/7/5/4/3; base DC = 18 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *resistance* (2); 1st—*command*, *cure light wounds*, *divine favor*, *entropic shield*, *mage armor**, *protection from good*, *random action*, *shield of faith*; 2nd—*bull's strength*, *bear's endurance*, *cure moderate wounds*, *darkness*, *hold person*, *magic missile**, *silence*, *spiritual weapon*; 3rd—*bestow curse*, *blast of force**, *blindness/deafness*, *cure serious wounds*, *dispel magic*, *magic vestment*, *protection from elements*; 4th—*discern lies*, *dismissal*, *divine power*, *freedom of movement*, *neutralize poison*, *Otiluke's resilient sphere**, *tongues*; 5th—*greater command*, *slay living*~, *spell resistance*, *true seeing*, *wall of force**, 6th—*banishment*, *harm*~, *heal*, *repulsion**, 7th—*blasphemy*, *destruction*~, *forcecage**

* Domain spell. Deity: Tharizdun. Domains: Force (1/day reroll any damage roll for a weapon, a spell, or an ability); Madness (1/day add Insanity score to Wis-based roll).

~ Because of Spell Focus (Necromancy), the base DC against these spells is 19 + spell level.

Possessions: +1 icy burst heavy flail, bracers of armor +4, amulet of natural armor +3, ring of protection +2, torch of revealing (and 4 cones of incense of dreaming) (see Appendix 1), black thurible (and 5 balls of incense of dreaming) (see Appendix 1), 400 gp earrings, holy symbol (obex).

[The Third is typically found in the Inner Fane, level 8, room 4 \(Page 133\).](#)

Bonus hps did not match the listed Con score (or the Fort save). While mathematically possible, it is highly unlikely that The Third would have 133 hps with only a 16 Con (the score for which her bonus hps appeared to be calculated from). The 18 Con (which appears in her statblock) is much more likely (and matches up with the listed Fort save), and the bonus hps were adjusted accordingly.

The frost aspect of her heavy flail (+1d6 cold) was not included in the original damage lines.

She was missing one feat, so we gave her Combat Casting.
She had an extra 5th level spell. We took one *slay living* away.

Tychon: Human Clr9/Doomdreamer2; CR 11; Medium humanoid (human); HD 11d8+11 [plus 1d8+10](#); hp [66](#); Init -1; Spd 20 ft.; AC 23, touch 9, flat-footed 23; [Base Atk +8; Grp +10](#); Atk +15 melee (1d8+6, +4 heavy mace); Full Atk +15/+10 melee (1d8+6, +4 heavy mace); SA Dark lore 1/day, rebuke undead 4/day; SQ Doomdreamer secret, insanity, SR 13; AL CE; SV Fort +7, Ref +2, Will +9; Str 14, Dex 8, Con 12, Int 12, Wis 18 ([11*](#)), Cha 13.

[*Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +15, Knowledge (Arcana) +14, Knowledge (religion) +15, Spellcraft [+17](#); Craft Magic Armor and Weapons, Empower Spell, Power Attack, Spell Focus (necromancy), Weapon Focus (heavy mace).

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save ([DC 17](#)) or be stunned for 1d3 rounds.

Doomdreamer Secret: Deeper madness (+2 to Insanity).

Insanity Score (Ex): Insanity score 7. Wis 25 for bonus spells and DCs; Wis 11 for all other Wis-based characters.

Spells Prepared (6/8/7/7/5/4/3; save DC 17 + spell level): 0-cure minor wounds (2), detect magic, read magic, resistance, virtue; 1st- bless, cure light wounds (2), divine favor, doom, protection from good*, shield of faith (2); 2nd- cure moderate wounds, *bull's strength*, *bear's endurance*, bold person, magic missile*, silence, spiritual weapon; 3rd- animate dead**, blast of force*, contagion**, dispel magic, protection from *energy* (2), summon monster III; 4th- *death ward*, divine power, *freedom of movement*, Otiluke's resilient sphere*, poison**, 5th- dispel good*, greater command, spell resistance, summon monster V; 6th- blade barrier, heal, repulsion*.

*Domain spell. Domains: Domain Evil (cast evil spells at 12th level); Domain Force (1/day reroll any damage roll for a weapon, a spell, or an ability)

** Because of Spell Focus (Necromancy), the base DC for saves against these spells is 18 + spell level. (Note that spontaneous *inflict* spells are necromantic as well.)

Possessions: +4 heavy mace, +2 full plate armor of spell resistance (13), +2 *heavy steel shield*, black thurible (and 3 balls of incense of dreaming, potion of baste, 30 gp, holy symbol (obex), robes.

[Tychon is found on level 2 of the Black Spike \(IF2, page 129\).](#)

Once again, in v3.5 *aid* gives more temporary hit points than in v3.0. So I added 10 hp to the total. The +1 morale bonus to the attack roll has been included.

The DC of Dark Lore was wrong in the original.

Unlike in the adventure as described, he has no *bull's strength* or *endurance* continually running. These spells also cannot be empowered in v3.5 since they have no random component anymore. *bull's strength* also does NOT stack with *divine power*, so he will not cast *bull's strength* on himself.

He was missing one 2nd level spell anyway, so I added a normal *bull's strength* to keep his tactics somewhat the same. I then added *freedom of movement* and *death ward* to replace the empowered ones because these spells have become great defenses for a cleric. It will become impossible to grapple with him and spells like *enervation* will have no effect. He lacks healing now though.

The various *inflict* spells always have been necromantic spells, but the remark is not in the original version of Tychon. I also added ** to contagion, which should have been in the original as well.

Of all the classes in the PHB the cleric probably requires the least work to convert. Tychon does not even have spells prepared that do not exist anymore. His spell list though is far from optimal. Though *animate dead* can be frustrating to the PCs if he manages to animate the half-dragon tyrannosaurususes. He does not have the required onyx gems, however. I think giving him two onyx gems worth 450gp each would be a good idea. Note that he can't *animate* more than one of the creatures with a single casting unless he casts the spell in a *desecrated* area.

Personally, I would modify the spells prepared even more, since he has little healing, and he has a strange mix of offensive and defensive spells (and lacks the hit points to bring his offensive to the full). Making him more as the buffing and healing cleric of the tyrannosaurususes makes more sense. Not to mention that this list of prepared spells does not make full use of all the new spells in v3.5 (such as *mass healings*, *mass inflicts*, the fact that *blade barrier* is more defensive now and *mass bull's strength/endurance* and the like).

Yrthuk Innar: Male half-earth elemental/half-human (earth) Ftr10; CR 13 (normally 12, +1 for extra gear); Medium outsider ([earth](#)); HD 10d10+40; hp [111](#); Init +0; Spd 20 ft.; AC 27, touch 12, flat-footed 27; [Base Atk +10; Grp +16; Atk +19](#); melee (1d10+9/17-20, +1 bastard sword of wounding); Full Atk [+19/+14](#) (1d10+9/17-20, +1 bastard sword of wounding); SQ Half-elemental abilities, immune to disease, immune to earth effects, +4 bonus on saves against poison; AL NE; SV Fort +11, Ref +5, Will +6; Str 23, Dex 10, Con 18, Int 13, Wis 12, Cha 8.

Skills and Feats: Craft (torture equipment) +5, Diplomacy +1, Heal +7, Intimidate [+11](#), Sense Motive +7, Spot +7; Cleave, Combat Expertise, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Disarm, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Half-Elemental Abilities (Sp): 1/day - *magic stone*, *soften earth* and *stone*, *stone shape*, *spike stones*, *wall of stone* (all as Sor10). DC = 9 + spell level.

Possessions: +1 full plate armor, +1 *heavy steel shield*, +1 bastard sword of wounding, ring of protection +2, gauntlets of ogre power, hand of the magi, *elixir of truth*, potion of cure serious wounds, potion of cure light wounds.

[Yrthuk Innar is typically found in the Inner Fane, sublevel 1 \(Page 135\).](#)

v3.5 *aid* gives more temporary hit points than in v3.0 and 10 hp have been added to his total. The +1 morale bonus to the attack roll has now been included.

For lack of a better idea, the *potion of ghoul touch* was just left off. It's no longer on the core list of items due to slightly more stringent potion creation rules in v3.5.

The wounding ability of his sword now does 1 point Con damage per hit in v3.5 rather than the bleeding in v3.0.

The Recovered Temple

Ogre Guards: Male ogre War4; CR 5; Large giant; HD 4d8+11 plus 4d10+8; hp varies (see text); Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; [Base Atk +7; Grp +16](#); Atk +14 melee ([2d8+9](#), masterwork greatclub) or +5 ranged ([1d8+6, javelin](#)); Full Atk +14/+9 melee ([2d8+9](#), masterwork greatclub) or +5/+0 ranged ([1d8+6, javelin](#)); Space/Reach 10 ft./10 ft.; SQ Darkvision 60', Low-light vision; AL CE; SV Fort +10, Ref +1, Will +2; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +2, Hide -12, Listen +3, Spot +3; Power Attack, [Toughness](#), Weapon Focus (greatclub).

Possessions: Large half-plate armor, [Large](#) masterwork greatclub, 2 [Large](#) javelins, potion of cure serious wounds, potion of bear's endurance, potion of protection from energy (fire), 200 gp, golden topaz (value 400 gp).

[Ogre Guards are typically found in the Recovered Temple, areas 2 and 3 \(Page 138, 139\).](#)

The ogre in v3.5 has an extra feat and an extra skill point. The weapon sizes have changed to match the creature size. Finally, the spears in v3.5 have changed their names and have been shuffled around a bit. We went back to the base v3.5 ogre's javelin here, but a (regular) v3.5 spear would be close to the shortspear in the original statblock.

Ogre Elite Guards: Male ogre Ftr6; CR 9; Large giant; HD 4d8+11 plus 6d10+12; hp varies (see text); Init -1; Spd 30 ft.; AC 21, touch 8, flat-footed 21; [Base Atk +9; Grp +18](#); Atk +16 melee ([2d8+12, +1 greatclub](#)) or +7 ranged ([1d8+6, javelin](#)); Full Atk +16/+11 melee ([2d8+12, +1 greatclub](#)) or +7/+2 ranged ([1d8+6, javelin](#)); Space/Reach 10 ft./10 ft.; AL CE; SV Fort +11, Ref +4, Will +3; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Hide -11, Listen +5, Spot +5; Alertness, Cleave, Improved Bull Rush, Lightning Reflexes, Power Attack, [Toughness](#), Weapon Focus (greatclub), Weapon Specialization (greatclub).

Possessions: +1 [Large](#) half-plate armor, +1 [Large](#) greatclub, [Large](#) javelin, potion of cure serious wounds, potion of bull's strength, tanglefoot bag, 20 pp, golden topaz (value 400 gp).

[Ogre Elite Guards are typically found in the Recovered Temple, area 23 \(Page 145\).](#)

The ogre in v3.5 has an extra feat and an extra skill point. The weapon sizes have changed to match the creature size. Finally, the spears in v3.5 have changed their names and have been shuffled around a bit. We went back to the base v3.5 ogre's javelin here, but a (regular) v3.5 spear would be close to the shortspear in the original statblock.

Dein: Male half-fiend/half-stone giant; CR 11; Large outsider ([earth, native, augmented giant](#)); HD 14d8+70; hp 160; Init +4; Spd 30 ft., [fly 30 ft. \(average\)](#); AC 27, touch 13, flat-footed 23; [Base Atk +10; Grp +24](#); Atk +20 melee ([2d8+16/19-20, +1 greatclub](#)) or +19 melee (1d6+10, claw) or +14 melee (1d8+5, bite) or +13 ranged ([2d8+15, rock](#)); Full Atk +20/+15 melee ([2d8+16/19-20, +1 greatclub](#)), or +19 melee ([1d6+10, 2 claws](#)) and +14 melee ([1d8+5, bite](#)), or +13/+8 ranged ([2d8+15, rock](#)); Reach 10 ft.; SA Rock throwing, smite good, spell-like abilities; SQ Acid, cold, electricity and fire resistance [10, damage reduction 10/magic](#), darkvision 60 ft., immune to poison, [natural attacks treated as magic weapons for DR, SR 24, low-light vision](#), rock catching; [Space/Reach 10 ft./10](#)

ft.; AL CE; SV Fort +14, Ref +8, Will +7; Str 31, Dex 19, Con 21, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +9, Climb +24, Diplomacy +5, Hide +14 (+22 in rocky terrain), Intimidate +11, Jump +24, Knowledge (religion) +10, Listen +9, Search +10, Sense Motive +9, Spot +18; Combat Reflexes, [Iron Will](#), Point Blank Shot, Power Attack, Precise Shot.

Smite Good (Su): Once per day Dein can make a normal melee attack to deal +14 extra damage against a good foe.

Rock Throwing: Range increment 180 ft. [Dein uses both hands when throwing a rock.](#)

Rock Catching (Ex): Can catch Small, Medium, or Large rocks with a successful Ref save (DC 15, 20, or 25 respectively) if ready for and aware of the attack. [Dein gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.](#)

Rock Throwing: Range increment 180 ft.

Spell-Like Abilities (Sp): 3/day - darkness, poison ([DC 15](#)), unholy aura ([DC 18](#)); 1/day - desecrate, unholy blight ([DC 15](#)), contagion ([DC 14](#)), blasphemy, unballow (all as Sor14). [The save DCs are Charisma based.](#)

Possessions: Large hide armor, +1 [Large](#) greatclub, potion of cure serious wounds.

[Dein is typically found in the Recovered Temple, area 10 \(Page 141\).](#)

Dein lost the Evil and Chaotic subtypes, as the Half-Fiend no longer provides it.

He seems to have an extra point of AC of armor type (flat-footed but not touch is also too high). Perhaps he was supposed to have +1 [hide](#).

The half-fiend attack sequence changed to claw primary in v3.5. His rock throwing is now two-handed for added damage bonus.

Half-fiends have their energy resistance nerfed, but gain DR and SR in v3.5. They also gain 3 extra HD worth of skill points. Dein seemed to be missing 5 in the original as well, so nearly every skill that wasn't already maxed out has increased here. To make things easy, he has 6 left over skill points stashed in his 6 cross-class skills. You could instead pick a new cross-class skill for him with 3 ranks.

Dugart: Male half-orc Clr10/Doomdreamer2; CR 12; Medium humanoid (half-orc); HD 10d8+40 plus 2d8+8; hp 101; Init +4; Spd 20 ft.; AC 24, touch 10, flat-footed 24; [Base Atk +8/+3; Grp +12](#); Atk +14 melee (1d8+6, +2 morningstar); Full Atk +14/+9 (1d8+6, +2 morningstar); SA Dark lore, rebuke undead 2/day; SQ Darkvision 60 ft., doomdreamer secret, insanity; [Space/Reach 5 ft./5 ft.](#), AL CE; SV Fort +11, Ref +5, Will +11; Str 19, Dex 10, Con 18, Int 11, Wis 18 ([12*](#)), Cha 9.

[* Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +12, Knowledge (arcana) +11, Knowledge (religion) +11; Brew Potion, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Necromancy).

[If Dugart has two rounds to prep, he will have bull's strength and bear's endurance in effect upon himself for their duration \(12 minutes\). With bull's strength and bear's endurance, hp 125; Atk +16 melee \(1d8+8\), Full Atk +16/+11 melee \(1d8+8\); SV Fort +13; Str 23, Con 22, Concentration +14.](#)

Rebuke Undead: Dugart gains a +2 synergy bonus on Rebuke Undead checks because he has 5 or more ranks in Knowledge (religion).

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 17) or be stunned for 1d3 rounds.

Doomdreamer Secret: Demon's Name (10 HD demon comes with [lesser planar ally](#))

Insanity (Ex): Insanity score 6. Wis 24 for bonus spells and DCs; Wis 12 for all other Wis-based checks.

Spells Prepared (6/8/7/7/5/5/4; base DC = 17 + spell level):
 0—cure minor wounds, detect magic (2), light, mending, resistance; 1st—bane, cause fear~, command (2), doom, protection from good, *lesser confusion**, shield of faith; 2nd—bul’s strength (2), *bear’s endurance*, hold person, silence, spiritual weapon, Tharizdun’s touch*, 3rd—bestow curse, cure serious wounds (2), dispel magic, magic vestment, protection from elements, *rage**, 4th—cure critical wounds, freedom of movement, greater magic weapon, neutralize poison, unholy blight*, 5th—bolts of bedevilment*, flame strike, slay living~, summon monster V, true seeing; 6th—*blade barrier*, harm~, phantasmal killer*, word of recall.

* Domain spell. Deity: Tharizdun. Domains: Evil (cast evil spells at 13th level); Madness (1/day add Insanity score to Wis-based roll).

~ Because of Spell Focus (Necromancy), the base DC against these spells is [18 + spell level](#).

Possessions: +2 morningstar, +2 full plate armor, +2 light fortification heavy steel shield, helm of comprehending languages and reading magic, divine scroll of harm, heal and raise dead, 2 vials of acid, 54 gp, holy symbol (obex), robes, iron key (opens trunk 3 in area 20 of the Recovered Temple).

[Dugart is typically found in the Recovered Temple, area 15 \(Page 141\)](#)

As a note, *rage* (as per the new 3.5 PHB) is to replace the version of *rage* found in RttToEE (according to the *Deities and Demigods* Madness domain portion of the conversion document). DMs should consider whether or not to substitute this spell for a different one for clerics who are alone, or nearly so since the v3.5 version is meant to be cast on others.

As well, I had to substitute one of his sixth level spells (*etherealness*), which is now 8th level. Being defense-minded, I chose *blade barrier* (which is now much more suited for defensive purposes than before).

Note that *harm* and *heal* have changed slightly in v3.5.

Estalion: Male elf Sor6/Clr6/Doomdreamer1; CR 13; Medium-size humanoid (elf); HD 6d4+3 plus 6d8 plus 1d8; hp 44; Init +8; Spd 30 ft.; AC 17, touch 17, flat-footed 13; **Base Atk +7/+2; Grp +7;** Atk +8 melee (1d8, masterwork heavy mace); Full Atk +8/+3 (1d8, masterwork heavy mace); SA rebuke undead 2/day; SQ Doomdreamer secret, immune to sleep, insanity, low-light vision, +2 bonus on saves against enchantment effects; **Space/Reach 5 ft./5 ft.**; AL CE; SV Fort +7, Ref +8, Will +15; Str 10, Dex 19, Con 11, Int 15, Wis 19 [\(16*\)](#), Cha 13.

* Adjusted to take Insanity into account.

Skills and Feats: Concentration +16, Knowledge (arcana) [+16](#), Knowledge (religion) [+14](#), Listen +6, Search +4, Spellcraft [+20](#), Spot +6; Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus (Necromancy), Toughness.

[Rebuke Undead:](#) Estalion gains a +2 synergy bonus on Rebuke Undead checks because he has 5 or more ranks in Knowledge (religion).

Doomdreamer Secret: Curse of power (treat as 8th level when casting evil spells).

Insanity (Ex): Insanity score 3. Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Cleric Spells Prepared (6/7/6/4/3; base DC = 16 + spell level):
 0—cure minor wounds, detect magic, inflict minor wounds~, read magic, resistance, virtue; 1st—bane, cause fear~, command, cure light wounds, doom, *lesser confusion**, shield of faith; 2nd—aid, death knell~, *bear’s endurance*, magic missile*, silence, spiritual weapon; 3rd—blast of force*, blindness/deafness, contagion~, summon monster III; 4th—confusion*, poison~, empowered spiritual weapon.

* Domain spell. Deity: Tharizdun. Domains: Force (1/day reroll any damage roll for a weapon, a spell, or an ability); Madness (1/day add Insanity score to Wis-based roll).

~ Because of Spell Focus (Necromancy), the base DC against these spells is [17 + spell level](#).

Sorcerer Spells Known (7/7/5/3; base DC = 11 + spell level):
 0—arcane mark, dancing lights, daze, flare, ghost sound, mage hand, ray of frost; 1st—burning hands, mage armor, ray of enfeeblement~, shield; 2nd—invisibility, web; 3rd—lightning bolt.

~ Because of Spell Focus (Necromancy), the base DC against these spells is [12 + spell level](#).

Possessions: Masterwork heavy mace, *divine scrolls of bolts of bedevilment* (3), +2 periapt of wisdom, ring of protection +3, torch of revealing (and 3 cones of incense of dreaming; see Appendix 1), potion of protection from elements(electricity), arcane scroll of displacement, levitate, and darkness, divine scroll of bestow curse, stone shape, obscure object, and find traps, 61 gp, four 200 gp platinum rings, holy symbol (obex), helmet, robes, iron key (opens trunk 1 in area 20 of the Recovered Temple).

[Estalion is typically found in the Recovered Temple, area 28 \(Page 146\)](#)

Estalion had a *wand of bolts of bedevilment*, which is not an option in the core rules (5th level spell). Rather than try to fudge the rules, substitute some other wand, or come up with additional powers for a *staff of madness*, I think the interpretation that is “truest” to the module was to just give him a “reasonable” number of scrolls of the same spell. I doubt he’d go through more than 3 in an encounter. Alternately, a different 22-charge wand of a 4th level spell (*Otiluke’s resilient sphere* would work as a substitute) could be used in lieu of the scrolls.

Scry is no longer a v3.5 skill so he has one more point in each of his Knowledge skills.

Falrinth: Male human Wiz14; CR 14; Medium-size humanoid (human); HD 14d4+28; hp 62; Init +3; Spd 30 ft.; AC 19, touch 16, flat-footed 16; **Base Atk +7; Grp +7;** Atk +7 melee (1d4/19-20, dagger) or +10 ranged (1d4/19-20, dagger); Full Atk +7/+2 (1d4/19-20, dagger) or +10/+5 ranged (1d4/19-20, dagger); **Space/Reach 5 ft./5 ft.**; AL NE; SV Fort +6, Ref +7, Will +9; Str 10, Dex 17, Con 15, Int 18, Wis 10, Cha 12.

Skills and Feats: *Craft (Alchemy)* [+20](#), Concentration +19, Diplomacy +9, Hide +11, Knowledge (arcana) +21, Spellcraft +[23](#); Brew Potion, Craft Rod, Craft Wand, Craft Wondrous Item, Dodge, Empower Spell, Forge Ring, Quicken Spell, Scribe Scroll.

If Falrinth has two rounds to prep, he will have *cat’s grace* and *bear’s endurance* in effect upon himself for their duration (14 minutes). With *cat’s grace* and *bear’s endurance*: hp 90; Init +5; Atk +12 ranged (1d4/19-20, dagger), Full Atk +12/+7 ranged (1d4/19-20, dagger); SV Fort +8, Ref +9; Dex 21, Con 19, Concentration +21, Hide +13.

Spells Prepared (4/5/5/5/5/3/3/2; base DC = 14 + spell level):
 0—detect magic, mage hand, ray of frost, read magic; 1st—hypnotism, magic missile (2), mage armor, shield; 2nd—*cat’s grace*, *bear’s endurance*, levitate, protection from arrows, web; 3rd—dispel magic, fireball, haste, lightning bolt, sleet storm; 4th—charm monster, ice storm, *greater invisibility*; 5th—cone of cold, teleport, wall of force; 6th—chain lightning, disintegrate, true seeing; 7th—finger of death, quickened lightning bolt.

Spellbook: 0—arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st—alarm, animate rope, comprehend languages, detect secret doors, endure elements, hypnotism, identify, mage armor, magic missile, shield, sleep; 2nd—alter self, *cat’s grace*, *bear’s endurance*, invisibility, levitate, locate object, protection from arrows, summon monster II, web; 3rd—dispel magic, explosive runes, fireball, flame arrow, fly, haste, lightning bolt, secret page, sepia snake sigil, sleet storm; 4th—charm monster, fire shield, fire trap, ice storm, *greater invisibility*, Otiluke’s resilient sphere, rainbow pattern, scrying, stoneskin; 5th—cone of cold, lesser planar binding, sending, telekinesis, teleport, wall of force, wall of stone; 6th—chain lightning, circle of death, disintegrate, permanent image, summon monster VI, true seeing; 7th—finger of death, limited wish, phase door, *project image*, reverse gravity, sequester.

Possessions: bracers of armor +3, minor cloak of displacement, ring of protection +3, [arcane scrolls of baleful polymorph](#) (5), rod of cancellation, arcane scroll of spell turning, prismatic spray, arcane scroll of flesh to stone, stone to flesh, project image and antimagic field, potion of cure moderate wounds, potion of [fox's cunning](#), potion of gaseous form, 2 daggers, ring of three keys (these open the coffers in area 4 of the Recovered Temple), 25 gp, 130 gp gold ring.

[Falrinth is typically found in the Recovered Temple, area 16](#)
[\(Page 142\)](#).

Falrinth's wand has become a problem in v3.5 since *polymorph other*, now *baleful polymorph*, is now a 5th level spell. Thus, I handled him the same as Estalion, giving him a reasonable number of scrolls, which seemed the closest equivalent to the wand. *baleful polymorph* is both more useful and single-use per casting than the *bolts of bedevilment*, so the number of scrolls (5) is greater.

Alchemy has become a Craft skill in v3.5.

Although a straight calculation of Falrinth's skill points from his current Int (119) does not match what he has spent (99), it turns out that if he used all his stat increase levels for Int, he would indeed have only 99 to spend. In fact, the 8th-level Falrinth was present in ToEE with Int 17, which matches this progression as well.

The Second: Aboleth Clr7/Doomdreamer1; CR 11; Huge aberration (aquatic); HD 8d8+40 plus 7d8+35 plus 1d8+5; hp 161; Init +1; Spd 10 ft., swim 60 ft.; AC 20 (touch 9, flat-footed 19); [Base Atk +11; Grp +27](#); Atk +17 melee (1d6+8 and [slime](#), tentacle); Full Atk +17 (1d6+8 and [slime](#), 4 tentacles); SA Enslave, psionics, rebuke undead 6/day, [slime](#); SQ Doomdreamer secret, insanity, mucus cloud; [Space/Reach 15 ft./10 ft.](#); AL CE; SV Fort +12, Ref +5, Will +15; Str 26, Dex 13, Con 21, Int 15, Wis 20 ([14*](#)), Cha 17.

* Adjusted to take Insanity into account.

Skills and Feats: Concentration +16, Hide -7, Knowledge (arcana) +16, Knowledge (religion) +17, Listen +18, Spot +19, [Swim +8](#); Alertness, Combat Casting, Craft Wand, Heighten Spell, Power Attack, Spell Focus (Necromancy).

[Rebuke Undead: The Second gains a +2 synergy bonus on Rebuke Undead checks because it has 5 or more ranks in Knowledge \(religion\)](#).

Enslave (Su): 3/day, attempt to enslave any one living creature within 30 ft. (as *dominate person*, but creature won't fight on [The Second's](#) behalf). As Sor16; Will save (DC 17) to resist. An enslaved creature can attempt a new Will save every 24 hours to break free. The control is also broken if [The Second](#) dies or travels more than one mile from its slave.

Psionics (Sp): At will—*hypnotic pattern* ([DC 15](#)), *illusory wall* ([DC 17](#)), *mirage arcane* ([DC 18](#)), *persistent image* ([DC 18](#)), *programmed image* ([DC 19](#)), *project image* ([DC 20](#)), *veil* ([DC 19](#)) (all as Sor16). [The save DCs are Charisma based](#).

Slime (Ex): A blow from [The Second's](#) tentacle can cause a terrible transformation. Affected creatures must succeed at a Fort save (DC 19) or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. A transformed creature must remain moistened with cool, fresh water or suffer 1d12 points of damage every 10 minutes. [The slime reduces the creature's natural armor bonus by 1 \(but never to less than 0\). The save DC is Constitution based](#).

A *remove disease* spell cast before the transformation is complete restores an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the change.

Doomdreamer Secret: Deeper madness (+2 to Insanity score).

Insanity (Ex): Insanity score 6. Wis 26 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Mucus Cloud (Ex): [The Second](#) surrounds itself with a viscous cloud of mucus roughly 1 ft. thick. Any creature coming into contact with it and inhaling this substance must succeed at a Fort save (DC 19) or lose the ability to breathe air for the next 3 hours. The affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fort save continues the effect for another 3 hours. [The save DC is Constitution based](#).

Spells Prepared (6/7/6/6/5; base DC = 18 + spell level): 0—cure minor wounds, detect magic, light, read magic, resistance; 1st—bane, cause fear~, command, doom, protection from good, [lesser confusion](#)*, 2nd—bull's strength, death knell~, [bear's endurance](#), silence, spiritual weapon, Tharizdun's Touch*; 3rd—bestow curse, cure serious wounds, dispel magic, prayer, protection from elements, [rage](#)*; 4th—cure critical wounds, death ward~, poison~ (2), unholy blight*.

*Domain spell. **Deity:** Tharizdun. **Domains:** Evil (cast evil spells at 9th level); Madness (1/day add Insanity score to Wis-based roll).

~Because of Spell Focus (Necromancy), the base DC against these spells is [19 + spell level](#).

Possessions: *Ring of fire elemental command* (a new wearer must take the ring to the Elemental Plane of Fire itself before accessing its true nature; [see the description of the rings of elemental command](#) in the Dungeon Master's Guide), *wand of hold person*, (heightened to 4th level) (32 charges), divine scroll of *ethereal jaunt*, holy symbol (obex).

[The Second is typically found in the Recovered Temple, area 30](#)
[\(Page 149\)](#).

With regards to The Second's CR, I concluded that cleric was not considered an associated class for the aboleth (see the CR estimation rules in the MM Appendix), and thus only awarded him +4 CR for his 7 cleric and 1 doomdreamer levels. There was some debate about this among the DMs, however. In the v3.5 MM, an aboleth Wiz is provided as an example and does treat the class levels as associated. However, arguments were made that the Wiz levels play more directly to an aboleth's strength than Clr ones do.

Senshock: Male human ghost Wiz9; CR 11; Medium-size undead (incorporeal); HD 9d12; hp 58; Init +3; Spd fly 30 ft. (perfect); AC 14, touch 12, flat-footed 14; [Base Atk +4; Grp +4](#); Atk +3 melee (1d6, incorporeal touch); Full Atk +3 melee (1d6, incorporeal touch); SA Corrupting touch, manifestation, telekinesis; SQ Incorporeal, rejuvenation, undead, +4 turn resistance; [Space/Reach 5 ft./5 ft.](#); AL CE; SV Fort +4, Ref +5, Will +6; Str 11, Dex 8, Con -, Int 18, Wis 9, Cha 17.

Skills and Feats: Concentration +12, [Craft \(Alchemy\) +16](#), Hide +8, Knowledge (arcana) +16, Knowledge (religion) +16, Listen +8, Search +15, Spellcraft +18, Spot +9; Combat Casting, Craft Wondrous Item, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Mastery (*magic missile*, *fireball*, *ice storm*, *lightning bolt*), Toughness.

Against [Ethereal](#) Opponents: AC 13 (touch 11, flat-footed 13); Atk +4 melee (1d6, incorporeal touch) or +4 melee (1d6, *staff of fire*) or +4 ranged (1d8/19-20, masterwork light crossbow with masterwork bolt); [Full Atk +4](#) melee (1d6, incorporeal touch) or +4 melee (1d6, *staff of fire*) or +4 ranged (1d8/19-20, masterwork light crossbow with masterwork bolt).

Corrupting Touch (Su): Deals damage with incorporeal touch attack against material or ethereal creatures.

Manifestation (Su): Able to use touch attacks only against material opponents, but remains incorporeal.

Telekinesis (Su): 1/round as a [standard](#) action (as Sor12). [When a ghost uses this power, it must wait 1d4 rounds before using it again](#).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass

through solid objects at will, and own attacks pass through armor. Always moves silently.

Rejuvenation (Su): With a successful level check, cannot be permanently destroyed unless specified conditions are met.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

Turn Resistance (Ex): Treat as 13th level for turning purposes.

Spells Prepared (4/5/5/4/3/1; base DC = 14 + spell level):
0—detect magic, light, ray of frost, read magic; 1st—charm person, mage armor, magic missile (3); 2nd—invisibility, melf's acid arrow (2), see invisibility, web; 3rd—displacement, fireball, haste, lightning bolt; 4th—ice storm (2), phantasmal killer; 5th—summon monster V.

Possessions: (all ethereal): Masterwork light crossbow, 10 masterwork bolts, bracers of armor +2, cloak of resistance +1, ring of protection +2, staff of fire (9 charges).

[Senshock is typically found in the Recovered Temple, area 26 \(Page 146\).](#)

The ghost's corrupting touch attack does slightly more damage in v3.5. I moved his weapon attacks down to the segment about ethereal opponents since they can't harm material foes even when he manifests. The masterwork attack bonus from the bolts and crossbow don't stack in v3.5.

Senshock seemed to be missing at 4 skill points, assuming he took an Int raise at 4th and 8th level (and it could be up to 14 if not). In addition, Scry is no longer a skill in v3.5. His class skills have been maxed out with 2 points going into Hide and Listen cross-class.

He is also missing a feat: 4 for levels + 1 for humanity + 1 bonus Wiz + Scribe Scroll. Since we're assuming he took the Int raises, the Spell Mastery with 4 spells could only have been taken for his 9th level feat. He's missing his Wiz bonus feat then. I gave him Craft Wondrous Item to avoid much change, but Empower or Heighten Spell would be more effective in an encounter as he is written.

Note that Monte suggests that he can't re-memorize spells as a ghost (see the main text of RT26 and no spellbook is given here), so you'd have to adjust his 'permanent' memory above if you want to use metamagics. However, without a book, we wonder if he can technically re-memorize at all. The issue of material components and their replenishment by a ghost spellcaster is also a problem without much guidance from the core rules. He becomes a much less interesting and potent NPC with these technical limitations, however. In this case, taking Spell Mastery for the missing feat (limit of three spells) would be the best option.

Smigmal Redhand: Female half-orc Ftr5/Rog2/Asn7; CR 14; Medium-size humanoid (half-orc); HD 5d10+10 plus 2d6+4 plus 7d6+14; hp 87; Init +7; Spd 30 ft.; AC 21, touch 14, flat-footed 21; **Base Atk +11; Grp +15;** Atk +17 melee (1d4+6/19-20, assassin's dagger) or +17 melee (2d6+9/19-20 and poison, +1 greatsword); Full Atk +17/+12/+7 melee (1d4+6/19-20, assassin's dagger) or +17/+12/+7 melee (2d6+9/19-20 and poison, +1 greatsword); SA Death attack, sneak attack +5d6, poison, spells; SQ Darkvision 60 ft., evasion, trap finding, improved uncanny dodge, +3 bonus on saves against poison; **Space/Reach 5 ft./5 ft.**; AL CE; SV Fort +8, Ref +12, Will +3; Str 18, Dex 16, Con 14, Int 13, Wis 11, Cha 7.

Skills and Feats: Balance +9, Disguise +4, Hide +19, Jump +18, Listen +10, Move Silently +19, Tumble +12; Combat Reflexes, Dodge, Improved Initiative, Mobility, Quick Draw, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Death Attack (Ex): if Smigmal Redhand studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for

1d6+7 rounds) or kill the victim. Fort save DC 18 to resist (DC 19 with assassin's dagger).

Poison (Ex): Deathblade poison on greatsword. Fort save DC 20; 1d6 Con/2d6 Con.

Spells Known (4/3/2; base DC = 11 + spell level; 10% arcane spell failure chance): 1st—disguise self, ghost sound, obscuring mist, true strike; 2nd—darkness, spider climb, pass without trace, undetectable alignment; 3rd—misdirection, nondetection, deeper darkness.

Possessions: Ring of invisibility, deathblade poison (1 dose), +2 mithral shirt, ring of protection +1, amulet of natural armor +1, potion of cat's grace, potion of heroism, potion of nondetection, potion of cure serious wounds, assassin's dagger, +1 greatsword, arcane scroll of improved invisibility, arcane scroll of dimension door, steel key (opens chest in area 15 of Recovered Temple).

[Smigmal Redhand is typically found in the Recovered Temple, area 15 \(Page 142\).](#)

v3.5 assassins are spontaneous casters now, and therefore Smigmal's spellbook was removed.

Smigmal Redhand does not possess the Int necessary to cast her 3rd level Assassin spells. I have increased her Int to 13 (increasing the DC of her casting as well), and added skill points in non-maxed skills accordingly. I kept all of her original spells memorized on her spells known chart, and made reasonable guesses to round out the list of spells she knows (from 2/1/1 to 4/4/3).

Susain Carun: Female human Clr8/Rog2/Doomdreamer3; CR 13; Medium-size humanoid (human); HD 8d8+8 plus 2d6+2 plus 3d8+6; hp 70; Init +3; Spd 40 ft.; AC 18, touch 14, flat-footed 15; **Base Atk +9; Grp +12;** Atk +9 melee (6, 3 tentacles from *lesser tentacle rod*) or +12 melee (touch spells); Full Atk +9 melee (6, 3 tentacles from *lesser tentacle rod*) or +12/+7 (touch spells, as above); SA Chill Soul, dark lore, rebuke undead 2/day, sneak attack +1d6; SQ Demonic right leg, doomdreamer secrets, evasion, insanity, trapfinding; **Space/Reach 5 ft./5 ft.**; AL CE; SV Fort +10, Ref +9, Will +10; Str 16, Dex 17, Con 12, Int 10, Wis 17 (12*), Cha 8.

* Adjusted to take Insanity into account.

Skills and Feats: Climb +9, Concentration +16, Hide +7, Jump +13, Knowledge (arcana) +11, Knowledge (religion) +16, Listen +5, Move Silently +8, Search +3, Spot +5; Alertness, Dodge, Great Fortitude, Spell Focus (Necromancy), Mobility, Craft Wondrous Item.

Rebuke Undead: Susain Carun gains a +2 synergy bonus on Rebuke Undead checks because she has 5 or more ranks in Knowledge (religion).

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an *inflict wounds* spell, but is negated if the victim is wearing *purple robes of Tharizdun*.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Demonic Right Leg (Ex): A demonic right leg is long and agile. It increases Carun's speed by +10 (included above) and grants a +5 competence bonus on Climb and Jump checks. (See the sidebar Drawbacks to Demonic Additions, page 115, for more information.)

Doomdreamer Secrets Unnatural vitality (+3 hp), paying fealty to death (+1 to DC of death effects).

Insanity (Ex): Insanity score 5 Wis 22 for bonus spells and DCs; Wis 12 for all other Wis-based checks.

Spells Prepared (6/8/7/6/5/4/3; base DC = 16 + spell level):
0—cure minor wounds (2), detect magic, mending, read magic, virtue;
1st—bane, bless, cause fear~, command, cure light wounds, divine favor, lesser confusion*, shield of faith; 2nd—bull's strength, cure moderate wounds, death knell~, bear's endurance, magic missile*, silence, spiritual weapon; 3rd—blast of force*, contagion~, cure serious wounds, dispel magic, magic vestment,

protection from elements; 4th—*cure critical wounds, divine power, Otiluke's resilient sphere*, poison~, summon monster IV*; 5th—*bolts of bedevilment*, dispel good, slay living~, spell resistance*; 6th—*harm~, heal, phantasmal killer**.

* Domain spell. *Deity*: Tharizdun. *Domains*: Force (1/day reroll any damage roll for a weapon, a spell, or an ability); Madness (1/day add Insanity score to Wis-based roll).

~ Because of Spell Focus (Necromancy), the base DC against these spells is [17 + spell level](#).

~~ Because of the paying fealty to death ability, the base DC against these spells is [18 + spell level](#).

Possessions: Lesser tentacle rod (see Appendix 1), +2 leather armor, ring of protection +1, ring of the ram (50 charges), torch of revealing (and 3 cones of incense of dreaming) (See Appendix 1), 78 gp, 550 gp gold ring with sapphire, purple robe of Tharizdun, holy symbol (obex), robes, iron key (opens trunk 4 in area 20 of the Recovered Temple).

[Susain Carun is typically found in the Recovered Temple, area 29 \(Page 147\)](#).

Susain Carun's Forge Ring feat was changed to Craft Wondrous Item, as she does not fulfill the caster level 12+ requirement for Forge Ring.

Her insanity did not seem to be taken into account for her skills. Spot and Listen drop by 2.

Thuchos Nalred: Male human Clr9/Doomdreamer3; CR 12; Medium-size humanoid (human); HD 9d8+18 plus 3d8+9; hp 93; Init +1; Spd 20 ft.; AC 25 (touch 11, flat-footed 24); [Base Atk +8; Grp +10](#); Atk +12 melee (1d8+3, +1 heavy mace); Full Atk +12/+7 melee (+1 heavy mace, as above); SA Chill Soul, dark lore, rebuke undead 4/day; SQ Doomdreamer secrets, insanity; [Space/Reach 5 ft./5 ft.](#); AL CE; SV Fort +9, Ref +5, Will +11; Str 15, Dex 12, Con 14, Int 14, Wis 20 ([14*](#)), Cha 12.

[* Adjusted to take Insanity into account.](#)

Skills and Feats: Concentration +17, Diplomacy +16, Knowledge (arcana) +17, Knowledge (religion) +17, Spellcraft +19; Power Attack, Cleave, Combat Casting, Combat Reflexes, Spell Focus (Necromancy), Weapon Focus (heavy mace).

Rebuke Undead: Thuchos Nalred gains a +2 synergy bonus on Rebuke Undead checks because he has 5 or more ranks in Knowledge (religion).

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an *inflict wounds* spell, but is negated if the victim is wearing purple robes of Tharizdun.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Doomdreamer Secrets Unnatural vitality (+3 hp), curse of power (treat as 13th level when casting evil spells), paying fealty to death (+1 to DC of death effects).

Insanity (Ex): Insanity score 6 Wis 26 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Spells Prepared (6/8/7/7/6/5/4; base DC = 18 + spell level): 0—*cure minor wounds* (2), *detect magic, inflict minor wounds~, resistance, virtue*; 1st—*bane, cause fear~, cure light wounds, divine favor, protection from good, lesser confusion**, *shield of faith* (2); 2nd—*aid, bull's strength, cure moderate wounds, death knell~, bear's endurance, magic missile*, spiritual weapon*; 3rd—*contagion~, cure serious wounds, dispel magic (2), magic vestment, protection from elements, rage**; 4th—*confusion*, cure critical wounds, divine power, greater magic weapon, poison~, spell immunity*; 5th—*bolts of bedevilment*, righteous might, slay living~, spell resistance, true seeing*; 6th—*greater dispelling, harm~, heal, repulsion**.

* Domain spell. *Deity*: Tharizdun. *Domains*: Force (1/day reroll any damage roll for a weapon, a spell, or an ability); Madness (1/day add Insanity score to Wis-based roll).

~ Because of Spell Focus (Necromancy), the base DC against these spells is [19 + spell level](#).

~~ Because of the paying fealty to death ability, the base DC against these spells is [20 + spell level](#).

Possessions: +1 heavy mace, +2 full plate armor, masterwork heavy steel shield, amulet of natural armor +2, helmet of flying (as wings), torch of revealing (and 2 cones of incense of dreaming) (See Appendix 1), potion of gaseous form, divine scroll of word of recall, summon monster VI, 232 gp, 4 100 gp gems, holy symbol (obex), robes, iron key (opens trunk 2 in area 20 of the Recovered Temple).

[Thuchos Nalred is typically found in the Recovered Temple, area 28 \(Page 146\)](#).

6 ranks of Scry were redistributed to other skills (Diplomacy and Knowledge, Arcana). negative plane protection doesn't exist anymore, so I tacked on an extra dispel magic.

He's missing his bonus feat for being human. I gave him Combat Casting.

Trond: Male ogre Bbn6; CR 9; Large giant; HD 4d8+11 plus 6d12+12; hp 93; Init +0; Spd 40 ft.; AC 19, touch 9, flat-footed 19; [Base Atk +9; Grp +19](#); Atk +16 melee (2d8+10/19-20, +1 heavy flail) or +9 ranged (1d8+6, masterwork javelin); Full Atk +16/+11 melee (2d8+10/19-20, +1 heavy flail) or +9/+4 ranged (1d8+6, masterwork javelin); SA Rage; SQ Improved uncanny dodge, trap sense +2; [Space/Reach 10 ft./10 ft.](#); AL CE; SV Fort +11, Ref +3, Will +3; Str 22, Dex 10, Con 15, Int 7, Wis 10, Cha 9.

Skills and Feats: Climb +12, Listen +4, Spot +3; Improved Bull Rush, Power Attack, Toughness, Weapon Focus (heavy flail).

Rage (Ex): 2/day—hp [113](#); AC 17, touch 7, flat-footed 17; Atk +18 melee (2d8+13/19-20, +1 heavy flail) or +9 ranged (1d8+8, masterwork javelin). Full Atk +18/+13 (2d8+13/19-20, +1 heavy flail) or +9/+4 (1d8+8, masterwork javelin); SV Fort +13, Will +5; Str 26, Con 19, Climb +14. Lasts 7 rounds, then fatigued.

Possessions: +1 Large heavy flail, 2 Large masterwork javelins, +1 Large chain shirt, eyes of the eagle, potion of cure serious wounds.

[Trond is typically found in the Recovered Temple, area 2 \(Page 139\)](#).

Trond's Strength is listed as 19 in the book, but his damage bonuses are consistent with a +6 Str bonus and the Atk lines are too large (even with this adjustment), thus the change to 22. It makes very little sense that the ogre barbarian character would have LESS strength than an average ogre. His attack bonuses were too high in the original as well.

The Fire Node

Imix, Prince of Evil Fire Elementals: CR 17, Gargantuan elemental (fire, [extraplanar](#)); HD 36d8+180; hp 342; Init +14; Spd 60 ft.; AC 26, touch 16, flat-footed 16; [Base Atk +27; Grp +47](#); Atk +33 melee (6d6+14/17-20 and 1d6 fire, [Gargantuan](#) +2 flaming greatsword) or +33 melee (3d8+8 and 2d8 fire, slam); Full Atk +33/+28/+23/+18 melee (6d6+14/17-20 and 1d6 fire, [Gargantuan](#) +2 flaming greatsword) or +33 melee (3d8+8 and 2d8 fire, 2 slams); [Space/Reach 20 ft./20 ft.](#); SA Burn, spell-like abilities; SQ Damage reduction 10/-, elemental traits, [immunity to fire, vulnerability to cold](#), SR 20; AL CE; SV Fort +19, Ref +30, Will +18; Str 26, Dex 31, Con 20, Int 20, Wis 18, Cha 18.

Skills and Feats: [Bluff +18](#), Concentration +20, [Diplomacy +13](#), Hide -2, Intimidate +19, [Knowledge \(arcana\) +20](#), Knowledge (the planes) +20, [Knowledge \(religion\) +20](#), Listen +39, [Sense Motive +13](#), Spot +40; [Blind-Fight](#), Cleave, Combat Reflexes, Dodge, [Combat Expertise](#), [Great Fortitude](#), Improved Critical (greatsword), Improved Initiative, [Iron Will](#), Martial Weapon Proficiency (greatsword), Mobility, Power Attack, Spring Attack, Weapon Finesse, Whirlwind Attack.

Burn (Ex): Those hit by Imix's slam attack must succeed at a Ref save (DC 33) or catch fire. The flame burns for 1d4 rounds (see Catching on Fire, page 303 of the *Dungeon Master's Guide*). A burning creature can take a move-equivalent action to put out the flame. Creatures hitting Imix with natural weapons or unarmed attacks take fire damage as though hit by his slam attack, and also catch fire unless they succeed at a Ref save. [The save DC is Constitution-based.](#)

Elemental Traits: Immune to poison, [sleep effects](#), paralysis, and stunning. Not subject to critical hits [or flanking, darkvision 60', cannot be raised via raise dead or resurrection, does not eat, sleep or breathe.](#)

Spell-like Abilities (Sp): At will -- *fireball* (10d6 damage, DC 18), *wall of fire* (2d4, 1d4, or 2d6+15 damage, DC 19); 1/day -- *summon elemental* (one elder fire elemental, 1d3 Huge fire elementals, 1d3 efreet, 1d6 salamanders, or 3d6 fire mephits). All as a 15th-level sorcerer.

Immunity to Fire (Ex): [Takes 50% additional damage from cold effects, regardless of save.](#)

Possessions: [Gargantuan +2 flaming greatsword.](#)

[Imix is normally found in the Fire Node, area 9 \(Page 153\).](#)

He only gets 4 iterative attacks with a weapon, not 6, but the damage of the greatsword has increased in v3.5. His natural attack has changed a bit as well. First, all elementals have 2 slam attacks now, not one that uses an iterative sequence. As a result, his Str bonus on the slam damage is only 1x, not 1.5x. But he does more base damage with his size increase over the Huge elder elemental.

He has a huge amount of skill points in v3.5: 273 versus the 80 he had. So, he doesn't come anywhere even remotely close in the original. I hope my choices were reasonable.

Gave up Alertness and Weapon Focus (slam) so he can retain all of his six extra feats above a standard 3.0 elder fire elemental. With v3.5 feat gain being more advantageous for him, he picks up the other elder fire elemental's standard feats: Blind-Fight, Great Fortitude, and Iron Will.

His DR changes from 15/+3 in v3.0 to 10/- in v3.5.

Some tips: With the rules for Space and Reach, and the new rules for Whirlwind Attack, Imix can and should reliably hit everyone in the party at his best attack bonus... he's brutally nasty when Whirlwinding. Also remember that v3.5 Power Attack does 2x the damage of the bonus trade when using a two-handed weapon. With a BAB this large, try not to have too much fun...

Finally, Imix looks to have gained exactly half of the normal Huge to Gargantuan progression over the elder elemental (+2 natural armor, +4 Str, +2 Con). Here are the changes for a full progression, in case you'd like to use them instead. Changes are denoted against the version above.

AC 28, touch 16, flat-footed 18; Grp +49; Atk +35 melee (6d6+17/17-20 and 1d6 fire, Gargantuan +2 flaming greatsword) or +35 melee (3d8+10 and 2d8 fire, slam); Full Atk +35/+30/+25/+20 melee (6d6+17/17-20 and 1d6 fire, Gargantuan +2 flaming greatsword) or +35 melee (3d8+10 and 2d8 fire, 2 slams); SV Fort +20; Str 30, Dex 31, Con 22, Int 20, Wis 18, Cha 18; Concentration +20; Burn DC 34.

Maliskra: Female half-fire elemental/half-medusa
Clr5/Doomdreamer1; CR 12; medium-size outsider ([fire, extraplanar](#)); HD 6d8+6 plus 5d8+5 plus 1d8+4; hp 71; Init +4; Spd 20 ft.; AC 27 (touch 14, flat-footed 23); [Base Atk +9; Grp +9;](#) Atk +13 melee (1d4/19-20, curved knife) or +13 melee (1d4 and poison, snakes) or +14 ranged (1d6+1/x3, +1 shortbow); Full Atk +13/+8 melee (1d4/19-20, curved knife) and +8 melee (1d4 and poison, snakes), or +14/+9 ranged (1d6+1/x3, +1 shortbow);

[Space/Reach 5 ft./5 ft.](#); SA Petrifying gaze, poison, rebuke undead 6/day, spell-like abilities; SQ Doomdreamer secret, immune to disease and fire, insanity, +4 bonus on saves against poison; AL CE; SV Fort +7, Ref +10, Will +13; Str 10, Dex 19, Con 12, Int 12, Wis 18 ([15*](#)), Cha 17.

* Adjusted to take Insanity into account.

Skills and Feats: Bluff +12, Concentration +8, [Diplomacy +5](#), Disguise +12, Hide +6, Intimidate +5, Knowledge (arcana) +14, Knowledge (religion) +14, Move Silently +11, Sense Motive +6, Spot +11; Lightning Reflexes, Point Blank Shot, Precise Shot, Spell Focus (Necromancy), Weapon Finesse.

Rebuke Undead: [Maliskra gains a +2 synergy bonus on Rebuke Undead checks because she has 5 or more ranks in Knowledge \(religion\).](#)

Petrifying Gaze (Su): Turn to stone permanently, 30 ft., Fort save DC 12 [negates](#).

Poison (Ex): Snakes. Fort save DC 14; 1d6 Str/[2d6](#) Str.

Spell-like Abilities (Sp): 1/day -- *burning hands* ([DC 14](#)), *produce flame* ([DC 15](#)), *flaming sphere* ([DC 15](#)), *wall of fire* ([DC 17](#)), *fire shield* ([DC 17](#)), *fire seeds* ([DC 19](#)) (all as Sor12). DC = 13 + spell level.

Doomdreamer Secret: Unnatural vitality (+3 hp).

Insanity (Ex): Insanity score 3. Wis 21 for bonus spells and DCs, Wis 15 for all other Wis-based checks.

Spells Prepared (5/6/5/4; base DC = 15 + spell level): 0--*cure minor wounds*, *detect magic*, *inflict minor wounds*~, *read magic*, *resistance*; 1st--*bless*, *command*, *cure light wounds*, *divine favor*, *inflict light wounds*~*, *shield of faith*; 2nd--*bull's strength*, *death knell*~, *bear's endurance*, *hold person*, *shatter*; 3rd--*blindness/deafness*, *contagion*~*, *dispel magic* (2).

*Domain spell. *Deity:* Tharizdun. *Domains:* Destruction (1/day smite, +4 attack, +6 damage); Madness (1/day add Insanity score to Wis-based roll).

*Because of Spell Focus (Necromancy), the base DC against these spells is [16 + spell level](#).

Possessions: Orb of Oblivion (see Appendix 1), +1 shortbow, +2 chain shirt, +1 [heavy](#) steel shield, rope of climbing, black thurible (and 3 balls of incense of dreaming; see Appendix 1), torch of revealing (and 3 cones of incense of dreaming; see Appendix 1), curved knife, 20 arrows, 81 gp, iron key (opens trunk 5 in area 20 of the Recovered Temple), holy symbol (obex), robes.

[Maliskra is normally found in the Fire Node, area 9 \(Page 153\).](#)

Her dagger attacks gain from Weapon Finesse in v3.5 since it has lost its specific application.

The secondary damage for her poison was wrong in the original text. It should have been 2d6.

Maliskra did not technically qualify for Doomdreamer, as she is one rank short in both Knowledge skill prerequisites in the original text. However, she gains 27 extra skill points due to the new v3.5 bonus that every creature gets quadruple points at first level. The 3.0 half-elemental template didn't provide this. They were distributed among her nine skills, maxing them all out, but there are five points hiding in her five (originally cross-class) non-racial skills that you can spend on a new skill (2 ranks, effectively) if you'd like.

I deemed her Cleric/Doomdreamer levels to be non-associated, and thus only worth a +3 to CR. As a clerical spellcaster she is very weak.

- courtesy of IronTetsubo.

1. **Page 2, Room 5.** The AC of the Kuo-toan clerics is listed as 18, touch 10, flatfooted 20. Is this accurate? I've never seen someone's ac go *up* when flatfooted...
2. **Page 5, column heading 3 in the Combat Adjustments table.** "Claw or Att./Dmg.", esp when compared the second column (Slash or Bludgeon Att./Dmg.), implies there's something after the or... Claw or Bite? Claw or Piercing? Something else? And for that matter, where does piercing fall under this, and why didn't you just go with Natural Attacks? (claw, bite, tail, etc.)
3. **Page 5, column heading 4 in the Combat Adjustments table.** "Move Tail" means? Move Limit? Some sort of tail involved with this?
4. **Page 5, footnote 3.** Minor quibble, but this seems to apply more to column 3, not column 2, due to the description and columns. And it seems like it should apply to all 3 of the rows - not having it in all three is unnecessarily ambiguous. That's a style quibble, though, and no biggie.
5. **Page 5, column 4, row 5.** The character stuck in the water who is specifically not swimming moves as normal?! The swim check (at best) moves a quarter speed with no off-balance penalty... If they try the check and fail, they're down to the same situation as the "none of the above", except they're limited to 1/4 move! that doesn't make sense. They should either be limited to 1/4 move, or no move.
6. **Page 5, section on Fire.** Rules quibble here, but the way it's stated doesn't make a whole lot of sense. I much prefer your? statement in the forum that spell effects are magical - they work underwater the same as on land. In particular, the notes for fire spells say that if the spellcraft check is successful, they create a bubble of steam instead of the usual effects. Okay, but then it specifically states that the water surface acts as a barrier, stopping the spell effects on one side or the other. That doesn't make sense if the effect is turning the water into steam (if anything, steam rises...) And, of course, it doesn't deal at all with any of the other spell types (acid, sonic, electricity, cold). It also would have been real nice to have a section on casting spells underwater - obviously, you've got a problem with spells that have verbal components, and you're holding your breath....
7. **Page 5, section on Underwater Visibility.** The concealment limits don't make sense - It says everyone has 1/4 concealment at 50 feet, 1/2 at 100 - this means to me that from 0-50 feet, there's no concealment, and from 50-100, there's 1/4. However, when you get to 9/10s, it says at 200 feet, there's 9/10s concealment, and beyond 200, there's total concealment. This means that a character standing at 199 feet has 3/4s, a character at 200 has 9/10s, and at 201 has total? I.e., there's a single spot rather than a range for 9/10ths concealment? Pretty strange - either the total concealment should start at 250 ft., you should scale the ranges down to 40 feet per, or you should dump the 9/10s "spot". I'd think it was a typo, but the+rules are exactly repeated with the same oddity in the murky water part. Also, the invisibility section at the end - how does this apply with the attacks from land section? i.e., if an invisible creature is waist high in the water, wha sort of concealment does it get?
8. **Page 5, section on Holding your Breath.** Last effects of water question. The first line says "any character can hold his breath for a number of rounds equal to twice his constitution score." Then, at the end, it says "vigorous activig, such as fighting, strains the character, reducing the time a character can hold his breath to a number of rounds equal to twice his constitution score." I presume the "twice" in the second line is a typo, and should be removed?
9. **Page 6, the Vuoor description.** The monk doesn't get a bite attack?
10. **In area 6 of the Web Enhancement,** the Wraiths should only have 32hp, not 82.

This FAQ is the result of over a year's DM'ing Monte Cook's grand adventure, *Return to the Temple of Elemental Evil* (lovingly abbreviated *RtToEE*), by hundreds of DMs around the world. During the past year, many questions have cropped up sufficiently often for them to be included in this FAQ. While we do not suggest that DMs can find the answer to every question that'll arise, this FAQ will cover essentials such as plot, level requirements, and how to kill D'Gran.

The FAQ is structured as follows:

Beginning the Adventure

Setting
Characters

Running RtToEE**Discovering Secrets****Hommlet****The Moat House****Nulb****Rastor and Mount Stalagos****The Crater Ridge Mines****The Fanes****Recovered Temple**

While every contributor to this FAQ should be lauded for his or her efforts, it's sadly impossible. The practice of crediting each entry arose when the FAQ was already established, and assigning the blame for every piece is unfortunately impractical. Rest assured that behind every contribution lies hundreds of gaming hours and decades, if not centuries, of gaming experience.

In closing, this FAQ, like its companion pieces The Errata and Best of the Boards (the latter of which is only found online at Monte Cook's message boards right now), is a work in progress.

Enjoy.

Siobharek

Common Abbreviations

RttToEE or RTEE: *Return to the Temple of Elemental Evil*

Big T: Tharizdun

Big U: Utreshimon, the blue dragon in the moat house

EEE: Elder Elemental Eye

CRM: The Crater Ridge Mines

ToAC: Temple of All-Consumption

FAQ: BEGINNING THE ADVENTURE

Setting

One thing that should be noted is that RttToEE is huge! For many, this adventure will not be part of a campaign, it will *be* the campaign. Taken from its beginning to the end, the adventure will take up many, many sessions (at least a year), so planning another, campaign-length, quest for the PCs to follow may be too much. YMMV, but I suggest that you plan your entire campaign with this adventure in mind.

Q: Are there any RttToEE links?

Absolutely! Here they are:

[Triumvirate of Bastages Presents...Urodia](http://www.alba-ker.com/urodia/index.cfm) (<http://www.alba-ker.com/urodia/index.cfm>)
[ZansForCans RttToEE Resources](http://zans.clanplaid.net/) (<http://zans.clanplaid.net/>)
[ZansForCans \(Note: choose Yes then Guest Account\)](http://www.codefuries.com/private/GEAS/wot.cgi?campaign_id=15) (http://www.codefuries.com/private/GEAS/wot.cgi?campaign_id=15)
[ZansForCans \(auto login\)](http://www.codefuries.com/private/GEAS/wot.cgi?username=guest&password=guest) (<http://www.codefuries.com/private/GEAS/wot.cgi?username=guest&password=guest>)
[chartam's Mini List](http://www.josephwu.com/dnd/rtttoee/) (<http://www.josephwu.com/dnd/rtttoee/>)
[chartam's Tales of Achar](http://www.josephwu.com/dnd/) (<http://www.josephwu.com/dnd/>)
[Darktheatre Adventure Resource](http://www.darktheatre.net/dnd/index.php) (<http://www.darktheatre.net/dnd/index.php>)
[SolidSnake \(with intro\)](http://www.duke.edu/~nah6/) (<http://www.duke.edu/~nah6/>)
[mak's Finnish site](http://www.geocities.com/vmmakkon/pages/rttoee/) (<http://www.geocities.com/vmmakkon/pages/rttoee/>)
[Praetor's site \(Guy from Belgium\)](http://dungeons.sloclan.ath.cx:8080/) (<http://dungeons.sloclan.ath.cx:8080/>)
[LostSoul](http://www.houseoflucas.com/mike/dnd/TempleEvil/DnDTempleEvil.htm) (<http://www.houseoflucas.com/mike/dnd/TempleEvil/DnDTempleEvil.htm>)
[The Trinity Campaign](http://www.darkfane.net/Trinity/Characters/characters.html) (<http://www.darkfane.net/Trinity/Characters/characters.html>)
[When Darkness Falls](http://www.users.bigpond.net.au/greyhawkcampaign/) (<http://www.users.bigpond.net.au/greyhawkcampaign/>)
[Stuart's RttToEE Campaign \(Lorrin\)](http://homepage.ntworld.com/cmnash/stuarts/index.htm) (<http://homepage.ntworld.com/cmnash/stuarts/index.htm>)
[Yahoo! RttToEE Group](http://groups.yahoo.com/group/rtttoee/) (<http://groups.yahoo.com/group/rtttoee/>)
[Andorax's Home Page](http://www.firedragon.com/~andorax/) (<http://www.firedragon.com/~andorax/>)

Q: I see the module is set in Greyhawk, but I don't own any of the books. Where can I find more info?

courtesy of Zenon (and by extension Grodog over on ENWorld)

If you feel like paying for background info on Greyhawk - Pick up the *Living Greyhawk Gazetteer* (Wow, with new cover, that's why they weren't printing more):

http://www.amazon.com/exec/obidos/ASIN/0786917431/qid=1032891458/sr=2-1/ref=sr_2_1/102-3951858-7464901

Else, here is some free stuff (NOTE: these aren't all guaranteed to be live...):

Grodog's Top GH Sites:

<http://www.greycitadel.com/greycitadel/greytalk.nsf>
<http://oracle.wizards.com/archives/greyhawk-l.html>
<http://www.ugml.org/ugml/greyhawk-l.nsf>
<http://www.canonfire.com/html/index.php>
<http://members.bellatlantic.net/~vze33gpz/gordmain.html>
http://www.nirgal.com/games/rpg/greyhawk/tides_math
<http://www.greyhawk-codex.com/>
<http://www.tc.umn.edu/~monax002/Council/>

Maps sites:

<http://www.arrantdestiny.com/maps.htm>
<http://www.nyrdyy.com/>
<http://www.geocities.com/Area51/Shadowlands/4868/>
<http://www.nirgal.com/games/rpg/greyhawk/>
<http://home6.swipnet.se/~w-63082/>
http://users.erols.com/leckert/CC2_Greyhawk/
<http://www.avalon.net/~manzabar/hawk.html>

<http://www.angelfire.com/wi2/CC2Halfling/>
<http://members.aol.com/cathbhahdx/>
<http://ca.geocities.com/kanisl/>
http://members.aol.com/_ht_a/dreadwood/home.htm
<http://www.sodabob.com/roleplay/Campaigns/GreyhawkMaps/>

Living Greyhawk:

<http://www.wizards.com/rpga/LG>Welcome.asp>
<http://www.living-greyhawk.com/>
<http://oerth.com/>
<http://rpga.net/>
<http://rpga.org/>
<http://www.bandit-kingsdoms.com/>
<http://people.ne.mediaone.net/dharrington/index.html>
<http://www.rpga.co.za/dullstrand.html>
<http://www.oerth.com/Dyvers/index.html>
<http://members.aol.com/DyversMetagame/main.html>
<http://www.ekbir.org/>
<http://www.furyondy.com/>
<http://www.rpgageoff.com/>
<http://www.oerth.com/GranMarch/index.html>
<http://www.oerth.com/Highfolk/index.html>
<http://www.keoland.com/>
<http://www.ket.oerth.com/>
<http://www.oerth.com/Nyrond/index.html>
<http://rpga.ukonline.co.uk/onnwal/home.htm>
<http://www.lunadreams.com/thepale/main.html>
<http://www.thepale.org/>
<http://www.lythia.com/perrenland/>
http://higamers.homeip.net/lg_ratik/
<http://www.seabarons.it/>
<http://shieldlands.oerth.com/>
<http://www.oerth.com/tusmit/>
<http://www.duchyofulek.oerth.com/>
<http://cyface.com/countyofurnst/maps/cou/index.html>
<http://www.duchyurnst.com/>
<http://www.verbobonc.net/main.htm>
<http://www.veluna.com/>
<http://yeomanry.oerth.com/>

Good fan sites:

<http://www.nyrddyv.com/>
<http://www.bastardgreyhawk.isonfire.com/>
<http://www.angelfire.com/rpg2/chatdemon/>
<http://manray.csuhayward.edu/dany/shields/shields1.html>
<http://www.users.bigpond.net.au/greyhawkcampaign/>
<http://www.peldor.com/>
<http://www.hierax.com/greyhawk/>
http://www.geocities.com/ket_onwall98/
<http://www.timebomb.on.ca/denist/greyhawk/>
<http://www.nuketown.com/pirates/>
<http://talmeta.net/>
<http://home.att.net/~david.r.ross/NightBelow/tharizdun.html>
<http://perso.wanadoo.fr/froon/GH/FrGRey.htm>
<http://www.cmc.net/~rtaylor/greyhawk/>
<http://www.geocities.com/TimesSquare/5878/>
<http://www.io.com/~lepidus/wept/adndhome.html>
<http://hometown.aol.com/dmwog/mainwog.html>

<http://www.geocities.com/TimesSquare/Lair/8572/greyhawk/greyhawk.html>
<http://members.aol.com/Laggamundo/scroll.html>
<http://members.aol.com/CultOfTheDragon/index.html>
<http://www.domicus.demon.co.uk/>
<http://www.geocities.com/TimesSquare/Fortress/5497/index.html>
<http://people.ne.mediaone.net/danielrcollins/dnd3.html>
<http://www.geocities.com/wildbillhacock/CityOfGreyhawk.html>
<http://www.pathcom.com/~kat/GeoffWeb/Geoff.html>
<http://www.sonic.net/~hezleigh/d&d/greyhawk.htm>
<http://www.nirgal.com/games/rpg/greyhawk/>
<http://www.geocities.com/maximusbutticus/>
<http://www.avalon.net/~manzabar/hawk/index.html>
<http://www.avalon.net/~manzabar/hawk/gh-download.html>
<http://hp3000.empireclassic.com/fiction.html>
<http://www.angelfire.com/rpg/oerth/index.html>
<http://www.nuketown.com/griff/>
<http://www2.go-concepts.com/~malachi/Index2.htm>
<http://home.att.net/~david.r.ross/NightBelow/index.html>
<http://www.crosswinds.net/~paladini/index.htm>
<http://www.io.com/~wmallman/ivid.html>
http://www.geocities.com/ricdii/Top_page.htm
<http://www.geocities.com/TimesSquare/Tower/8841/links.html>
<http://www.geocities.com/merrickb/dnd.htm>
<http://www.geocities.com/Area51/Keep/3762/>
<http://www.irishgaming.com/greyhawk/welcome.htm>
<http://www.geocities.com/pach.geo/greyhawk.html>
<http://home.earthlink.net/~rcarey2/>
<http://hometown.aol.com/qstor/greyhawk1.html>
<http://www.employees.org/~claycle/dnd3e/history/>
<http://crew-solutions.com/southprovince/>
<http://home.att.net/~goblyn/DNDPage.htm>
<http://www.sodabob.com/roleplay/>
<http://www.stormkeep.net/>
<http://www.telvar.net/>
<http://hometown.aol.com/dreadwood/home.htm>
<http://www.geocities.com/TimesSquare/Realm/5037/main.html>
<http://www.accesscomm.ca/users/arcturus/greyhawk/greymain.htm>

Q: I want to run RttToEE in the Forgotten Realms. Where should I place the various towns and cities and what other things should I consider?

The Realms has several locations which may be appropriate. Following is a look at what other board members have done:

Notes by ruleslanny:

After working on my own FR adaptation of RttToEE, I've realized that an adaptation will depend very much on the player knowledge of the Realms and of the original ToEE module, and on how much you, as DM, want your module to interact with official FR material.

My suggestions are as follows:

- 1) If your players are familiar with the old module, keep the Town of Hommlet. If not, feel free to use an established Realms town (Ashabenford, Highmoon, etc.), in place of Hommlet and simply use details given for Hommlet (maps, temples, businesses, NPCs) as needed.
- 2) If you want your campaign to interact closely with official Realms material, put Hommlet, Nulb, and Rastor in well-detailed locations (the Silver Marches, the Dalelands, Cormyr, vicinity of Waterdeep). If you prefer to have more of a "home-brew" campaign, you may wish to do as Harrowed Smiley has done and set the campaign more off the beaten track.

3) Make sure to deal with the interaction between Tharizdun and FR cosmology. If your players are familiar with Ao, the Realms's overpower, you need either to put Ao and Tharizdun on par (meaning that Tharizdun could overthrow the entire Faerunian pantheon, INCLUDING Ao) or make Ao the overwhelmingly powerful TRUE overpower of all planes and times, so that the FR cosmology is not something that he naturally would be expected to step in and save.

My RttToEE campaign is as follows:

1) Setting: Hommlet becomes the town of Ashabenford (Mistledale). I don't have drow running around on the surface, so no worries there. Burne and Rufus become the leaders of the Riders of Mistledale, and thereby the true power in the Town.

The Darkwatch becomes the old ToEE, sacred to Moander. The CRM is set within the Desertrouth Mountains. Communication between the old and new Temples is handled by gate.

2) Deities:

Pelor = Lathander

Ehlonna = Mielikki

St. Cuthbert = Helm (the Watchful, patron of the Riders)

The Elder Elemental God = Ghaunadaur

Zuggtmoy = Moander

Iuz = Bhaal before his death (thereby explaining all the assassins running amok in the ToEE)

Tharizdun, of course, stays Tharizdun. I always have used a cosmology where Ao = the DM, i.e. an impartial, omnipresent being with total control and authority over the entire cosmos. FR's unique in that it's one of the few places where people have seen his manifestation. If Tharizdun destroys the Realms, Ao won't bat an eye.

3) NPCs: No big changes, except that Thrommel becomes the missing Princess Alusair Nacacia (Cormyr is still around IMC).

Notes from ronin:

I used White Ford on Archenbridge as my "Hommlet". I decided to use Archenbridge for my "Verbobonc" replacement. IIRC correctly Archenbridge is considered a large city of about 40,000 people.

I set the Crater Ridge Mines in the Thunder Peaks and the time to travel there was about 8 days by horse IIRC. My group has had access to teleport for some time now so my memory is a little fuzzy on some points. I placed Rastor at the foot of the Thunder Peaks and if the players would have asked why it wasn't on the map I would have told them it was too small to be represented.

I put the original ToEE next to the Archwood Forest about a 4 hour walk from White Ford. Nulb is closer to the ToEE of course and I left the name the same.

I basically changed most of the gods using the chart in the FRCS and I did not change Tharizdun. I had Thrommel be from Cormyr (along with Jolene who actually played a part in my campaign). He was still royalty but not in line to succeed as king.

Notes from 00Ash:

Locations:

- Hommlet is now Ashabenford

This works VERY well since almost all of the components of both towns line up perfectly and Ashabenford has a unusually good write up in the FRCS. The only downside is the closest big city is hillsfar and forget about going through THAT forest without gaining like 8 levels. and then there is the whole fact about Hillsfar being the racist capital of faerun.

- Rastor is now some basically undescribed little mining town in Mistledale which name escaped me but the change over fits nicely but you may have to move the towns location SW a bit

- The Crater Ridge Mines are now located in the Thunder Peaks and I know this isn't too great with Tilverton and well the rest of the peaks being there but it has managed to work out.

Gods:

-Tharizdun stays Tharizdun

I found no real reason to change him i just reasoned that due to the unsuccessfulness of trying to get into greyhawk is taking his shot at toril. I contemplated changing him into one of the elder drow gods (Ghaunadaur) but decided it wasn't worth it, i've

actually been thinking about making big t an aspect of said drow god and have only the triad know but i'll have to think about it more.

- The rest of the gods

Can be converted by using the table near the beginning of the FRCS

And I think that is all I've changed.. and now the PCS can't get help because everyone is concerned with the drow raids

Notes from SSShadowcat7:

I also have been running RttToEE in the FR setting, but one that is drastically changed from what is considered normal. Here is the timeline I have devised. It strays from the normal FR timeline beginning about 20 years ago in game time.

1358 Year of Shadows: The Time of Troubles (Godswar, Avatar Crisis). Gods walk Toril in mortal form. Destruction of many of the gods. Ascendancy of Cyric and Mystra. Dead magic and Wild magic areas appear. Plague spreads throughout Faerun, decimating population. Wild magic nearly levels Cormyr, and numerous gates to the lower planes open in that area, releasing hordes of demons and devils. Cormyr abandoned. Sembia begins construction of wall.

1359 Year of the Serpent: Within the year the plague has ended, but with a horrible aftermath. Nearly _ of the population of Faerun is dead. Most Chosen of the gods have been called home. The population that is left blames the gods (unaware of their weakened status) and most turn away from them. The gods' power is weakened even more. In the ruins of Cormyr demons and devils do battle, continuing their age old feud. By the end of the year they have established bases of operations and tenuous borders within what once was Cormyr. The demons hold the south while the devils control the north. The elves withdraw from daily mortal affairs. They are seen less and less often in the cities and towns of men.

1363 Year of the Wyvern: Sembian Wall completed. A red dragon of enormous size and unknown age ravages what is left of the Dalelands and the Moonsea region. Surprisingly enough Zhentil Keep and the remains of the Zhentarim manage to drive it off, but not kill it. It disappears into the mountains surrounding the Moonsea.

1368 Year of the Banner: The Tarrasque is accidentally awakened in the Cormyrian Wastelands by exploring devils. It destroys much of what was built by both factions of fiendish forces before disappearing and apparently becoming dormant again.

1369 Year of the Tankard: Sembia and the forces of the Dragon Coast rally and drive off hordes of sahuagin that mass and attack coastal towns and cities. Trade between the seafolk and ports of the Inner Sea sharply increases. Tenuous trade routes established between the Moonsea and the Inner Sea area, both overland and by water.

1372 Year of Wild Magic: Bane returns.

1373 Year of Rogue Dragons: Flight of dragons over the Inner Sea. Many take up residence in the surrounding areas.

1377 Year of the Haunting: Sharp increase in the reports of undead in the areas north and west of the Sunset Mountains.

1378 Year of New Beginnings: The current year.

I have placed Hommlet somewhere north of Sembia with Rastor and the Temple of All-Consumption in the central region of the Thunder Peaks.

As for the gods, well, if you read the above you know they are reduced in power. Perfect time for Tharizdun, an ancient and forgotten deity of immense power to attempt to rise again. I have changed Ehlonna to Mielikki, Pelor to Torm, and St. Cuthbert to Helm. Zugtmoy has remained unchanged. She is merely a minor demon goddess who once held great power. Iuz has been turned into Ghaunaudar.

Thrommel was a noble of Old Cormyr who helped lead the first battles against the original temple. Since that time he has been captured and corrupted into his current form.

Other suggestions include:

Hardcastle at the border between Unther and the Shaar

The Icerim mountains in Rashemen

The region north east of Waterdeep, using Yartar for Hommlet, Beliard for Rastor and positioning Nulb just further upstream along the Dessarin from Yartar with the moathouse, old temple and CRM in the Dessarin hills.

WarrenWright, 00Ash, ruleslanyer, Andorax, ronin, Pink And Brown Cow, ronin, SSShadowcat7, HeresDaryl, and madfox contributed to this entry.

Characters and Plot

Q: Should characters be built up from 1st level or started at 4th?

Couple of things to keep in mind here. This is a module with a very high attrition rate. So those carefully constructed characters built from 1st level might just die in the first encounter of the module (Big U). But starting at 1st with this module in mind has its own benefits, and elements and NPC's from Hommlet can be integrated into your campaign. As this is a very long module, 1st-3rd levels are a great chance to build in character hooks that will keep the players focused on the overall goal.

Q: OK, I want to start with 1st level characters. What modules work as good precursors to this?

The Burning Plague (http://www.wizards.com/dnd/article1.asp?x=dnd/oa/oa20000801a_3) free download from WotC has been used successfully many times. *The Crucible of Freya* (<http://www.necromancergames.com/products.html>) and its downloadable supplements also work well. The clerics in either module may be modified to be clerics of EEE to more closely tie in to the module.

Starting off with *The Sunless Citadel* and *The Forge of Fury* from WotC also seems to be common. Many DMs report that planting leads in *The Forge of Fury* to Hommlet works OK.

09/17/02: New Suggestion

Andorax has pieced together an excellent adventure track which will get 4 1st-level characters to level 4. Find it at his web site (<http://www.firedragon.com/~andorax/>).

Q: How many characters do I need?

RttToEE was designed for a party of 4, and seems to work best for 4-6. If you have 2 or 3 characters, consider running one or more of the Hommlett NPC's as a permanent party member. If they want to make a go of it with fewer than four, pay special attention to encounters which may take 1 or 2 of them out of play (hold person, fear, confusion, etc), as those encounters have a good chance of leading to a TPK.

Q: How many characters are too many?

Consensus is generally that things usually bog down with 8 or more. Several possibilities here. An assistant DM is often very useful with large groups (someone to run NPC's, run combats, look up spell effects, etc). If no one is interested in that role, consider splitting into 2 groups. Run the parties separately, but allow them to affect each other (i.e. party 1 cleaned out the main gate, it is now deserted for party 2).

Q: Man, this thing is *long!* What's the basic plot?

(courtesy of Siobhake)

- Party comes to Hommlet and finds reason to investigate the moat house.
- Party finds evidence in moat house that a cult is working in secret in Hommlet.
- Party finds cult and discovers clues about a village called Rastor
- In Rastor, Mount Stalagos and its mines are only 6 miles away and 50% of the village know of some cult wearing ochre robes.
- In the CRM (Crater Ridge Mines), the party discovers that there is a group of masters or "Doomdreamers" who are working at some strange task.
- In the Outer and Inner Fane, the party discovers that they must return to the Temple of Elemental Evil outside Hommlet to stop the cult freeing the dreaded god, Tharizdun!

- In the partially excavated dungeons under the temple, the party faces many doomdreamers and even an Elemental Prince before saving the Oerth as we know it.

Q: What levels should the party be for what parts of the module?

The adventure assumes that you begin play with 4 4th-level characters. Adventuring in Hommlet and environs should bring PCs up to level 5. The overview map of the Crater Ridge Mines show the recommended levels for the various sections of the dungeon. The Outer Fane seems to be a level 11-12 porposition, the Inner Fane level 13, and the grande finale in the Recovered Temple is a challenge for level 13-14 characters.

Q: How do I get the party involved in Hommlet and how do I get them from Hommlet to the Moat House and back again?

Renne seems to be the most common way of luring the players in. Her dad, Spugnoir, runs the potions shop and often explores the moat house. He's "missing, having disappeared a few days ago." (p. 16) Another common lead is having Spugnoir be an acquaintance of someone. Note, however, that he's been in Hommlet for 12 years (you an in fact find him in the original Temple of Elemental Evil adventure, p. 15 in area 10 of the Inn of the Welcome Wench)

How to get the party moving, Geynor Ton in area 32 of the Moat House carries a journal. In that journal, there is a reference to the flour mill, as well as to Chatrilon, who brought them food. The journal is reprinted on p. 189.

In the mill, Master Dunrat has a message in his iron trunk from Naquent (Hedrack's second-in-command in the Outer Fane). This message refers to Tal Chammish in the village of Rastor.

Q: But what about Nulb and the Ruined Temple?

These are not necessary or relevant for the adventure as such. Nulb is quite a handful for most 4th-5th level parties because of the many incorporeal undead there. Note that even though the party kills Lareth, he will return as the Champion of Elemental Evil.

The Ruined Temple is now a fortress to a band of hobgoblins. The hobgoblins have no interaction with the cult and may in fact be enslaved by it, depending on whether you follow the text on p. 32 ("Stage 2"), which says that the hobgoblins still occupy the complex above-ground, or whether you follow the text on p. 7 ("Hobgoblin Attitudes"), which says that PCs may recognize some of the hobgoblin slaves if they didn't kill the hobgoblins in the temple above-ground).

FAQ: RUNNING RTTToEE

Q: I need to find a miniature for in the adventure. Any suggestions?

Andorax started, and I've expanded upon, a list of miniatures for this adventure. You can find it here (<http://www.josephwu.com/dnd/rtttoee>). So far, the list covers up to the end of the CRM.

UPDATE: The list now covers all NPCs and monsters in the adventure. However, not all of the creatures have minis picked out for them.

Also, the minibase a tool I built to help you find minis easier can be found here (<http://www.josephwu.com/dnd/minibase>).

Chartam Plicatus

Q: The Hivemind has really made a lot of handouts! Is there someplace I can find them?

The RttToEE Yahoo Group (<http://groups.yahoo.com/group/rtttoee/>) contains a lot of downloadable files, drawings, and maps as well as a Prestige Class, Heromachine settings for a bundle of NPCs, and lots'n'lots of other great stuff. If you've made something you want to share, there are (at the last count) 470+ RttToEE DMs who'd love to ~~steal~~ be inspired by your work.

Update, February 2003: The files area of the Yahoo Group unfortunately seems to be inaccessible, so at this point, looking for individual campaign sites seems to be your best bet.

While the Hivemind has made many great contributions, one perhaps deserves being singled out: Lenny8088's site (<http://www.darktheatre.net/dnd/>) contains handouts, Verbobonc information, and a fairly complete listing of all the monsters in the adventure.

FAQ: DISCOVERING SECRETS

Q: Where is Tharizdun first mentioned to the players? The Elder Elemental Eye appears quite early. But what about Tharizdun?

There are DC's for Knowledge Religion checks in the introduction to the module (p.5), so if your players stumble onto a symbol, you know what chance they have of recognizing it.

Many of the clerics in Hommlet have some idea about Tharizdun. And some are even suspecting a connection between the (relatively) well-known Elder Elemental Eye, which was also found in the original Temple of Elemental Evil, and Tharizdun.

Q: Where can I find out more about the history of Tharizdun?

ZansForCans notes:

Here are a few places that I've found helpful. Be aware that the published history/details are in conflict. The second link talks a bit about this in detail. RTEE certainly takes this issue to the next level and even a place that some long-time Greyhawk fans are not comfortable with. The last link in particular sheds a little light on their discomfort (look for the EGG Q&A section) and is included for curiosity more than info...

<http://greyhawk-codex.com/codex/greyhawk/religion/tharizdunq.htm>
<http://home.att.net/~david.r.ross/NightBelow/tharizdun.html>
http://www.canonfire.com/html/modules.php?name=Downloads&d_op=getit&lid=58

Q: Who are the following characters: Ogremoch, Olhydra, Cryonax, Yan-C-Bin and Zuggtmoy? Where can I find their stats?

Ogremoch, Olhydra, Cryonax, and Yan-C-Bin are the other Princes of Evil Elementals (similar to Imix). They are mentioned on p133 as well as p137.

Their respective elements are:

Ogremoch - Earth (stats at <http://www.enworld.org/cc/converted/elemental/ogremoch.htm>)
Olhydra - Water (stats at <http://www.enworld.org/cc/converted/elemental/olhydra.htm>)
Yan-C-Bin - Air (stats at <http://www.enworld.org/cc/converted/elemental/yan-c-bin.htm>)
Cryonax - Ice (stats at <http://www.enworld.org/cc/converted/elemental/cryonax.htm>)

Zuggtmoy is the Demon Queen of Fungi and Mold. Her involvement in the original Temple of Elemental Evil is detailed in the history section of the module, p5-6. You'll also find a reference to her in the sidebar on p134 and in the Grand Altar description on p135.

As of this writing, Zuggtmoy's stats have not been converted to 3E.

FAQ: HOMMLET

Q: Where should Dunrat go if he survives the encounter with the PCs or does not meet them at all?

Per Andorax's suggestion, give Dunrat a special follow-up mission: to go to Nulb and check up on Lareth. This is a handy way of advancing the action to Nulb in case your players botched the moathouse, have lost the trail of clues, and don't know what to do next.

FAQ: THE MOAT HOUSE

Q: The map of the moathouse dungeon is a little unclear. It appears there are stairs in Area 24 that are either connected to 24 or adjacent to it. Which is it?

The stairs are not accessible from Area 24. They can only be reached from the small 10x10 area between the two secret doors in the southeast corner of 24.

Basically, the stairs go north from that secret hallway and turn west, ascending to connect with Area 7 in the upper level of the moathouse.

The heavy line marking the wall should be on the east wall of Area 24, not the north side of the secret passage as is shown.

Zagig, Belial, FreeThinker, and Infiniti2000 contributed to this entry.

Q: One of my party members was petrified by the cockatrice in the moathouse. The party is trying to find a 11th level wizard who can cast stone to flesh on their comrade. Unfortunately Burne in Hommlet is only a 10th level wizard. What do I do?

Canoness Y'Dey can cast the 5th level clerical spell Break Enchantment which will dispel the petrification. According to p.13, this will cost a 500gp 'donation'. Also, the party will have to wait a day, since Y'Dey currently doesn't have the spell prepared.

This is an excellent opportunity for nice roleplaying scene with the Canoness.

Thanks to checkstop for bringing this issue up.

Q: How does the grell's grapple ability work?

First of all, be sure to check the revised stats for the grell in the Monster Manual II. They clarify a few things (like proper advancement, racial bonus to grapples, etc.)

Another thing to keep in mind is that despite the dramatic picture in the module, grell are only Medium-sized.

The grell has Improved Grab. If the grell hits an opponent one size smaller than itself (ie Small size) or smaller with a tentacle attack, it gets a free grapple check at +20 (+1 Str, +3 BAB, +16 Racial), assuming the grell uses his whole body (in this case, all tentacles) to try to hold the opponent. If he uses just one tentacle, he gets a -20 to the roll, as all creatures not using their whole body do.

According to the D&D FAQ, the number of Grapple attempts you can make is based on your BAB. Since there is nothing in the Improved Grab description that changes this limit, the grell can only make ONE Improved Grab attempt per round, whether it's using 1 tentacle or all 10.

If the opponent is Medium-size or larger, the grell can NOT use its Improved Grab ability. However, it can initiate a normal grapple attempt -- with all the appropriate grappling rules, like provoking an AoO when attempting the melee touch attack.

Brekki, CrossNightwalker, deafdungeonmasterRIT, morbicker, and Tristan D'Argue helped contribute to this entry.

Q: The gem and the black fruits are really cool! Must you use the *torch of revealing* to get to the gem?

According to the description on p. 28, "The pinpoint tip of the obelisk, if viewed in the light of a torch of revealing (see Appendix 1), is actually purple-colored gem of unknown make."

The wording is ambiguous, but consensus says that the gem simply isn't there, unless light from a torch of revealing falls on it.

As the torch is magical, a reasonable result for an identify would be: "This item, if filled with a special fuel, will reveal hidden things in temples for The Sleeping God."

This, IMHO, is on par with the difficulty of finding other stuff (e.g. the statue and the altar in the ghoul warrens or the Temple in the Outer Fane).

Zagig, baeleth, and Siobharek contributed to this entry

FAQ: NULB

Q: My party killed Lareth! What can I do?

When the forces of the ToAC knows who the Champion is (through Satau the Mind Flayer oracle), they will resurrect him in any way possible, or rescue him if he is captured. Another option is to make someone else (either a new NPC of yours or someone else, like Choranth, Varachan or Elmo) Champion instead.

FAQ: RASTOR AND MOUNT STALAGOS

Q: How do I get my players to Rastor and the ToAC?

Several options:

- 1) There's a note in Dunrat's chest, detailing a wagon coming from the town of Rastor in the Lortmil mountains to collect the artifacts that were recovered in the moathouse. This should send the party to Rastor to investigate, and there they will hear about a cult hiding out in the nearby mines/volcano.
- 2) Question the people that travel with the wagon or any of the cultists (though getting the information directly from them might be a challenge).
- 3) The corpses of the miller and his wife could be found and questioning them learns that the miller heard his murderer talk about Rastor several times.
- 4) Remember that there is another cultist scouting the Temple of Elemental Evil (per the random encounter chart). Who knows what kind of papers she has on her. Or she might be captured by the hobgoblins and subject to interrogation once the party has defeated them. There are also several agents of Iuz in the area. You could use them to impart some info to the PCs.
- 5) Lareth can direct the party to Rastor, for the right price.

Q: Rastor seems under-developed. What can be done to give it more detail?

Multiple takes:

Siobharek (in part quoting others)

One idea that sticks with me is adding a small keep and a degenerate noble family to the village. This nobleman is of course completely dominated by Tal Chammish and other (unspecified?) denizens of the ToAC. The whole thing was influenced more than a little by an H.P. Lovecraft story.

The same poster also remarked that since Mt. Stalagos was only 6 miles away, it would be quite plausible for the proximity of such great evil to produce strange mutations. Given the new info in BoVD about effects of lingering evil, that would be a strong possibility indeed.

Other than that, Rastor - as written - is too poor to offer the PCs anything. It's a stopping point en route from Hommlet to the CRM, and as fully half of the population knows about ochre-robed people from the mountain, it's a piece of cake for any PC with a Charisma above 6 to gather information that will lead him in the right direction. About the only other purpose of Rastor - again, as written - is for Tymerian to warn the PCs from just flying over the crater and into the Fanes.

Apart from the above, I know that a good many posters here have used Rerrid Hammersong as a minor contact/patron to steer the PCs towards the lost temple of Moradin. This, of course, works best if the party includes a dwarf.

Once the temple is found, it affords the PCs a safe place to stay, as Rerrid & Co. move in at once. Not a few posters have allowed their PCs this luxury until it is time for the party to head for the Fanes. Then Thrommel is dispatched to turn all the common dwarves into vampire spawn and Rerrid into a full-fledged vampire. One poster made the nasty suggestion of having Rerrid the Vampire be crucified, and moan piteously when the PCs enter the temple (think Mines of Moria here). As the PCs take hold of him to get him off the cross/wall/whatever, Rerrid is in a fine position for a grapple as the spawn rise behind the PCs...

Personally, I ran Rastor pretty much as written. I emphasized the incongruity of orcs and dwarves living peacefully in the same area, and I boosted Tal Chammish a little to at least give him a fighting chance. Other than that, and the fact that I had some gnome merchants move in once Tal was dead, I didn't use Rastor much. And my party has ceased stopping over in Rastor for fear of bringing down the wrath of Hedrack on the little town.

To sum all this up, here's what I think everyone should focus on in Rastor:

The Tanbrosh situation. Depending on your preferences, this can drag out or be dealt with quickly. Make sure that whatever consequences arise from the PCs' actions are carried through. I'm sure that many Rastors have been depopulated because Tal was killed and the PCs moved on. Also look out for the opportunity to get a PC hooked.

Tymerian. She was part of a party that also included the bard in the Fire Temple. Andorax suggests that the party also included Vister the paladin and.... the insane monk (?). Make up a complete story for her about how she was captured and how she escaped.

Rerrid Hammersong and the other dwarves. Are they the last of the original denizens of the Stalagos mines? How much can they tell about the layout of the mines. IMC, The Stalagos mine was created by a large clan a little to the north. This clan, living in the fortress Dorob-Kilthduum was overrun by orcs and is now haunted. The Rastor dwarves are survivors from Dorob-Kilthduum and only came to the CRM after Dorob-Kilthduum fell. The orcs' attacks were of course orchestrated by the Doomdreamers, so when the refugees came to Mt. Stalagos, it, too, was under attack, and their memories are clouded by that. Read more about Dorob-Kilthduum and a fuller take on the County of Verbobone in Oerth Journal, issues [8](#) and [9](#).

The Orc/Dwarf dynamics. These guys actually live together in peace! If the PCs go medieval on the orcs, Rastor may become less than enthusiastic about having them.

Grungarr

I wanted Rastor to come across as an Old West frontier boom-town gone bust. Right down to the swing-door saloon and rundown cathouse. Grim hardworking men and women, with an undercurrent of simmering violence waiting to erupt.

The gold rush of prospectors moving in around Mount Stalagos was the real reason humans moved into the area...the dwarves had laid claim to the rich veins in Mount Stalagos itself, but the rest of the area was rich in volcanic deposits too, so a lot of folk got rich quick, and the town grew up to relieve the prospectors of some of their wealth...enter the Doomdreamers...

The dwarves get slaughtered/driven out by the DDs and their summoned elementals and demons. Suddenly the richest veins were off-limits. Only the long-lived dwarves remember anything other than rumour and hearsay about the priests - almost everyone in town knows that the crater is occupied by some priests and that they have guards to ensure their privacy...no-one in town goes near the crater if they know what's good for them...the priests leave folk in town alone for the most part, so they're just the 'old haunted house on the hill' to most folk in town. Plus they come to town for supplies. Out of town, folk go armed and don't travel alone - giants and other dangerous creatures haunt the hills at times. The occasional well guarded merchant caravan detours to Rastor - providing a brief flash of colour and variety in an otherwise drab, shabby town.

The orcs moved into the area a generation or more ago and after tense beginnings and not a little bloodshed an uneasy truce developed - orcs now trade in town, though they don't live there - their camp is in the hills nearby - a track leads off into their territory...heavily armed groups approaching the orcs' camp will be treated as enemies...if you want to go see the orcs, tread softly. Racial tensions between the dwarves and half-orcs of Rastor still flares once in a while, fuelled by old anger and strong drink.

Rastor is now a rough-and-ready backwater, almost lawless. That's far from a license to do whatever you want though. Outsiders making trouble will get on the wrong side of more than just their 'victims'. There are still good folk in town, but it's a place to get lost, so drifters and folk on the run or looking to forget their past or be forgotten end up here too...people drift in and out and the town is slowly fading away as the prospectors' finds become thinner over time... Eventually only the stubborn dwarves will remain, hoping that someday they might reclaim Mount Stalagos.

The Doomdreamers wealth and funding for their plans has come in large part from the rich veins of gems, gold and even some mithril found in the Stalagos mines - they have not been idle since taking over - now the mines are mostly played out and no longer worth the effort, given their other, more pressing plans.

Causing trouble for the priests or their supply-wagons in Rastor may bring reprisals down on the town - the blame for this will be laid squarely at the feet of the PCs who will find whatever welcome Rastor offered turned to cold-eyed resentment, even violence...and, of course, the cult has its own 'spies' in the town.

Andorax

I saw Rastor as being a city built to support and facilitate trade with the CRM. Dwarves determined where it would be so as to draw a line saying "nobody comes any closer than here". As an anchor point, they built the Temple in the very center.

Humans moved in and build all sorts of buildings all 'round. The few bits of solid dwarven construction mixed in with everything from well-made large structures to shantytown shacks (and the quality of one's work reflected on how the Dwarves dealt with you, of course).

Now, it's a very sad place. IMC, Rastor is the home of the last remnants of the dwarves of the CRM. Rerrid himself was a youngster, just about to go into the clergy and be welcomed into the temple when everything went wrong.

There's too few dwarves to attempt any retaking of the CRM. There's too few for anyone to move anywhere else without "destroying the clan". They're hanging onto a way of life they can't ever get back. As a result, it takes more than just "discovering" the Temple...the Dwarves have to be either very compellingly convinced or be absolutely certain they can return safely before they'll abandon the only home the clan has left, Rastor.

Enter the Orcs. The Dwarven hatred of the Orcs continues unabated. They have no love for the foul creatures, and would love to see them all dead if they could manage it. Alas, two things stand in their way. First, the Dwarves are too few, and dare not risk their dwindling numbers on a pointless gesture. Second, the human population wouldn't abide it.

Why? Well, with the Dwarves no longer mining, the main reason for Rastor to exist as a trade town is gone. Much of the town is gone, many of the people moved on. Those that remained had to invent a whole new economy, and have welcomed the Orcs as trade partners in the place of the Dwarves.

Now, gem traders and metal merchants have gone into furs and exotic animal bits, supported by Orcish trappers.

I even worked this into my campaign early on...on the road to Rastor, the party ran into the corpse of an Orc trapper, complete with gear appropriate to a Ranger and four or five large steel bear traps. The Orc's chest had been completely caved in by a massive blow.

Later, when they camped that night, they heard a yowl in the distance. Investigating, they found a Mountain Lion who had fallen afoul of one of the still-set steel traps...and two rounds later, the Grey Render who had "adopted" the Lion comes traipsing into the area...lacking the intellect and manual dexterity to free his friend.

An interesting encounter, and dilemma for the PCs...how to free the (injured and angry) Mountain Lion without being turned into a gooey paste by the angry and irrational Render.

madfox

My version of Rastor appeared to be an idyllic town at first glance. The streets were clean, the houses had nice colors and the people were nice. It all looked too nice to be true and this put my players quite on an edge. In my campaign I treated the village as being under the firm control of the Temple, who wanted to use it as a first discouragement to curious adventurers. Something

in the trend - 'Nothing to see here. Nothing wrong. Please move along to the next adventuring site.' They even had protected the villagers on an occasion or two against raiders. Mind you, I depicted Rarrid as a neutral aligned cleric of Dumathoin. He was much more interested in protecting the community than vanquishing evil, which led to some arguments with the PCs as well. To save traveling time, I also made him 9th level.

Of course, it did not take the PCs much time to see through the illusion. So they decided to leave the place alone, except for the occasional foray to buy food or to have secret meeting with Tymorian.

The Guy from Belgium

In my version, Rastor was a filthy town

Imagine a 18th-century industrialized town: Several forges burning day and night, smokestacks spewing black inky smoke into the air which clings to the buildings.

The air is heavy and hot, the sky barely visible except for those rare instances when a strong wind disperses the canopy of smoke.

Day and night is hard to distinguish.

Sweaty individuals on the streets, moving to and from the forges or charcoal pits.

Industry: iron forges, charcoal pits, ...

Races: mostly humans, some orcs and some dwarves.

Very filthy atmosphere, my players were glad to get inside the inn where there was 'fresher' air.

Yellowhippo, Siobharek, Grumgarr, Andorax, Madfox, and The Guy from Belgium contributed to this post.

Q: Whatever became of Tymerian's (of Rastor, sidebar page 40) adventuring party?

Well, if you'd like to tie in some of the disparate elements of the module, you can say her former companions are:

- 1) Jurikath the Bard who's being tortured in the Fire Temple (CRM 119)
- 2) The Cleric's corpse in Thrommel's chamber (Outer Fane, area 27). Or, if you prefer, one of the Dark Wights in the Blasted Yard outside the Inner Fane.
- 3) Vister the Paladin who's imprisoned in the Outer Fane's Prison (area 32).
- 4) Erdso the Monk, who's being tortured beneath the Inner Fane (Sublevel 1).

FAQ: THE CRATER RIDGE MINES

Q: How many different ways are there to enter the Crater Ridge?

Listed in numeric order (also clockwise from the west gate). I'm assuming here that the water level of the Stalagos is even with the ground level outside the crater ridge.

- 1 (Outside): West Gate 300' Elevation
- 25/28 (Inside): Water inlet near Vranthris -5' Elevation
- 46 (I): Fire Bridge 30'
- 64 (O): Secret Dwarf Door 20'
- 76 (I): Air Balcony 50'
- 80 (O): South Gate 0'
- 91 (I): Water "Bridge" Landing 0'
- 100 (I): Destrachan Overlook 30'
- 107 (I): Fire Window 50'
- 134 (I): Earth Bridge 30'
- 162 (I): Bugbear Window 30'
- 193 (O): Water Secret Passage 0'
- 195 (I): Water Temple (wide open inlet) 0'
- 207 (I): Air Bridge 30'

Q: My party's mage has an elemental familiar. Will that turn evil? How should I play it?

3 good answers to this one:

Abelard said

I would definitely have the "evil elemental" thing affect the elemental familiar in some way. It's too cool not to! Plus, what a great way for your players to experience this aspect of elemental evil. They won't be able to just forget about it when the summoned elemental goes away...

But, that being said, I'd be careful about how you handle it. First of all, the familiar's master should definitely know something is going on, even before his familiar actually succumbs to the effect, so it won't be a complete surprise. The master should know that his familiar "made a saving throw" even though that's not the exact mechanic here. (Hmm, perhaps that would be a good mechanic to bring in though: give the familiar a Will save on top of the %chance.)

I'd also consider making it (for the familiar at least) a temporary effect, something that would wear off in a day or two after leaving the affected areas. At least, make it that way at first, and in the less strongly tainted areas. That way, the familiar's master will have plenty of chance through research or whatever to figure out what's going on.

When and if the familiar does change alignments, I wouldn't sever the master-familiar bond right away. AFAIK, there aren't rules to cover this situation, so you'd have to play it by ear. At the least, the familiar would become more independent and might refuse or subvert some of its masters instructions. You could consider dropping or reducing some of its other familiar abilities, especially ones that seem to relate most directly to the master-familiar bond (e.g., share spells).

For the most strongly tainted areas (the elemental node for sure, and possibly the inner fane), consider having the alignment change effect be permanent if the familiar succumbs. Again, make sure the master's familiar knows this is a possibility. Then, when it's time to visit the elemental node, he has a decision to make: leave the familiar behind, or risk losing it forever if it goes over to the dark side (giving it a Will save here would at least give it a chance!).

A really smart player might look for a third option: discover some way of protecting the familiar from this effect. I think that sounds like a great seed for a side adventure! (It kind of depends on whether or not you want any side adventures whether you'd follow this up.)

Then, madfox said:

There has been a discussion on this board about this subject before and I will repeat my opinion: a familiar should NEVER become evil or turn upon its master. It is part of the caster, it is not an independent creature. The fact that the familiar immediately becomes a normal creature when its master dies should point this out. At the very least the caster will know something strange is happening. As a player I would really be angry if this happens without any chance to learn about it and to prevent it from happening. So if you really want to go ahead (instead of simply ruling that the mind of the caster protects its familiar against the unholy influences), you should give the player a fair warning and a chance to prevent it. A necklace of mindshielding comes to mind. An other option would be that the familiar becomes evil, but that it will not act against its masters wishes. Personally, I would simply make it immune.

But Andorax may have said it best of all...

When this discussion last came up, I proposed a solution...I know not everyone agrees 100%, but I strongly recommend this over what all else has been suggested.

Yes, it WILL corrupt a familiar, and eventually turn it evil. Not permanently...with time, patience, and encouragement the familiar will get over it someday.

No, it will NOT turn against it's master. Not now, not tomorrow, not ever. That doesn't mean it hasn't suffered a major shift in personality.

"But we don't really need prisoners, do we? Can I burn them? Please? Oh, just let me burn them a little...it'll soften them up for you when you want to question them. No? Fine...I'll go dim over here and sulk."

Remember here...evil does not mean "attack PCs on sight". If a familiar were to shift to evil from the corruptive influence of this place, then he'll reflect that in his personality. He's still loyal to his master (You can be both loyal and evil). He's still going to HELP them in their fight (You can still want to destroy Tharizdun's lackeys and be evil). He's just going to have a very different outlook on life than the happy little flickering flame that the mage recruited in the first place.

Rijter, SSShadowcat7, Abelard, madfox, Andorax and the photographic memory of Thrommel's hard drive contributed to this post.

Q: Some of the creature/opponent layouts in the CRM seem to conflict just a little. Creatures/opponents that are completely locked in on all sides by other hostile forces, and yet they don't seem to ever attack each other?

The module may indicate that they are aware of each other and avoid each other, but being in adjoining caves it seems to me that sooner or later someone is getting eaten. And how are they bringing in supplies when they would have to pass through hostile areas?

Three takes:

Trithereon:

It's best to think of the CRM as a constant flux of creatures in and creatures out. This place has existed for nearly a century as a chaotic mess of inter-temple rivalries. The "no-man's" land in between the temples and bridges are occasionally "cleaned up" by the temple forces. The current situation in the CRM is just the latest arrangement of temple forces and inhabited no-man's land. You'd have to be crazy to live there. But then again ... they are!

I think the best way to handle distribution of supplies within Mt. Stalagos is to use the Spider-eater Riders. The Spider-eaters are huge and can carry (fly) large loads from the ledge near the Air Temple to the bridges to then be distributed among the bridge complexes and temples. Some supplies, or perhaps important "guests", could be shuttled through the western entrance and through the Earth temple to the Air Bridge and Water temple.

Some of the creatures that inhabit the no-man's lands between the temple forces can be bribed with gold or food, others can not. Those that can not be bribed must be snuck past or eliminated. I suspect the Destrachan are just such a problem that has yet to be dealt with by the temple forces. Even so, these uncooperative monsters can be left as a buffers against inter-temple attacks.

Overall, my advice is to roll with it. The current situation within the CRM is not static and given time it would change by its own accord. The CRM a year from the start of the module could be very different as temple forces fight among themselves and eliminate the hostile monsters in the "buffer zones".

If it helps you can do what I did: I gave creatures like the orcs their own exits - ones that they dug and hid all by themselves. The temples don't know about them and my players may never find it. If a situation seems unrealistic then by all means fix it, this is a huge adventure and I can forgive Monte for not detailing it 100% - indeed, some of the perceived flaws (like the lack of detail concerning Rastor) have given me free reigns to make this module a little bit my own.

Andorax:

A few more thoughts on the subject, as it comes up often enough.

1) Any exit to the inside of the CRM ring is an exit to the outside...it may involve climbing up and over, but it does provide access to the outside (with difficulty) and to the inside (with relative ease). I'm surprised there aren't more boats.

2) The module mentions several unlisted, unnamed tunnels leading further DOWN into the underdark. These are easily ways into/out of the more isolated sections, ways for more creatures to come in and go out, etc. No temple or bridge would build their setup right over one of these areas, so they're bound to be in the more isolated areas.

Beware of this one, as it can lead to having many more areas to develop, creatures to populate, etc...and can badly sidetrack the group. The Web Enhancement to RttToEE from WotC uses one of these hinted-at tunnels leading DOWN into the underdark.

3) Specifically, a group can come in the air door, take a right, and wind up at the Water "Bridge", from whence they can sail to nearly anywhere (the Air door is the most used by far). They could also go past the Cloakers (with an Air Temple escort), walk down the hall, have a 3rd level NPC cleric cast Silence and thumb their noses at the Destrachans (who provide a convenient defense against those who can't cast Silence), double-time past the giant ants, and arrive in the Fire Temple. The Fire Temple practically adjoins the Earth Bridge, so there's a good long chunk of access.

One can come in the side entrance, go north, and walk right into the Earth Temple immediately. The two are practically one complex (and were mistaken as one by my PCs). One tunnel from the Earth Temple connects up directly with the Air Bridge.

Thus, Air, Earth, and (through Silence) Fire temples are all readily accessible, as are the Earth, Water and Air Bridges.

Only two areas are relatively inaccessible. One is the Water Temple, and the fault for that is the recent Dire Ape intrusion. I figure that if the Air Bridge doesn't deal with them soon, the Water Temple will...since supplies and goods can easily travel from the side gate through the Earth Temple to the Water Temple but for those Apes.

The other is the Fire Bridge, with Orcs on one side and a Dragon and Umber Hulks on the other. My best guess here is that boats and Spider-Eaters make up the bulk of getting goods back and forth...but it does explain why D'Gran is planning on sending the Hill Giants to "clear out" the Orcs sometime soon.

Roland Delacroix:

I look at a few creatures as living in a kind of 'Cold War' status. The clerics know that Green Dragon is there, and that Green Dragon knows powerful clerics are around, but what they'll gain isn't worth getting a potentially lethal ass-whooping.

One idea: Since the more powerful creatures reside westward you might put in a slow eastward migration as they kill/eat things less powerfull. Perhaps while your party is in Verbobonc someone tougher ousts Vranthis, who moves into the gate area, etc. You could do this instead of re-stocking as suggested. Just remember to put the bigger guy towards the west.

If you do this you also don't have to worry so much about PC's getting into the underdark. Just say all the underdark tunnels are in the far west of the CRM, as beasts emerge the weaker ones get killed, bigger beasts push the survivors eastward. Then you only have to scare the PC's away from one or two tunnels they might not get too anyway, easy enough, the roar of a Great Wyrm Shadow Dragon or a battallion of Drow set to guard should do it.

Q: The Main Entrance to the Crater Ridge Mines has an EL of 5, whereas the South Entrance has an EL of 8. For this reason, I would like my PCs to try to get in through the Main Entrance first. They are about 5th-6th level, which fits perfectly with the challenge rating. However, the "Main" Entrance is actually a lot less used than the South Entrance (p. 43), so how do I direct my PCs toward it while maintaining a believable world? I envision the South Entrance to be closer to Rastor than the Main Entrance is (they are coming from the east), and if it is more often used the townsfolk would probable direct the PCs to the South Entrance if asked the location of the complex.

Any ideas to direct my party to the less deadly but also less obvious entrance?

Abelard

My darn stubborn party went into the south gate as you can read there. Ways possibly to avoid this:

1. Rangers (or anyone who can track) can tell that the south gate is used more frequently.

Trithereon adds: A little noticed rule is that a character without the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

I'd think that just about anyone could search the crossroads and determine if one is more travelled then another. They're not trying to follow the tracks just make a judgement call on which one is more travelled. You could set the DC at whatever you decide the road is like (unimproved versus paved, has any supply wagons been through recently?, is the least used road somewhat overgrown?). To be nice for those players who think to ask, I'd make the Search DC 10.

2. If they scout ahead and see the guards behind the arrow slits at the main gate, emphasize how inattentive and bored they seem. You may want to try to clue them that these are easily defeated mooks, too, though that's hard to do without being obvious. (My players were much more scared of these guards than they should have been, and the south gate seemed more inviting since there weren't guards behind the arrow slits.)

3. Divination or augury. "Woe" is the augury result should they check about entering the south gate. Of course, the cleric PC has to bother to cast it. (IMC, he did at the main gate, but for no particular reason didn't at the second gate. Dang.)

Finally, don't stress about it too much if they do go to the south gate first. It's better to let them than make them feel like they were railroaded into going to the other gate. The encounters immediately around the south gate are not guaranteed TPK's for a sixth level party. Maybe try to get them to see something scary early on so they have some clue that they might have to retreat - that could be either the huge skeletons or the 7th level fighter executing a spring attack or a whirlwind attack.

Siobbarek

I asked that question as well. I think Monte's reply was that the PCs should be smacked and show that they have the good sense to run when they're overmatched.

Q: D'Gran has regeneration, and resistances to fire and acid. How the heck do my PCs kill him?!?

First of all, Ogre Magi are not supremely powerful regenerators like Trolls are. If you read their entry carefully, you'll find that separating an Ogre Magi's head from its body and keeping it separated for 10 minutes will result in permanent death. I would assume, however, that this means the Ogre Magi's body (if not kept down with subdual damage) is capable of stumbling about blindly looking for it...take care).

As well, remember that Drowning can't be regenerated. Another popular solution is to tie one (or both) Troll's armor around D'Gran's body and toss him in the Stalagos.

Q: Just north of area 78 on Map E there's a spiral staircase. Where does it go?

It simply connects the northern E-W hallway (the one passing areas 75-77) to area 78. Note the 3 short staircases going up in the southern E-W hallway (the one passing areas 74 and 79).

On a related note, many have advised that DMs read this area thoroughly, as it is a very defensible position - especially area 78.

Q: If the Fire Temple can perform a simple sacrifice and gain a 50,000gp magic item, why don't they just start killing off prisoners and load up on magic equipment for everyone?

Monte has indicated that the Fire Temple only recently gained the ability to make sacrifices and receive these 'gifts' (hence no heaps of uber-magic items laying around). He also stated that the altar should only function once per month. That tones things down a bit.

And by extension, the other altars which can create magic items (the one in the moathouse or the one in the Greater Temple of the recovered ToEE) should also only function once per month.

Q: Uskathoth (trog high priest of the Earth Temple, CRM 223, p.103) has an *amulet of inescapable location* listed as part of his treasure. Where can I find the details on this item??

This is a cursed item. The details can be found in the DMG, p.233.

Q: Who has what elemental keys, how many are there, and where can they be found?

Here are the NPC's that have Lesser Keys and the area # that the person is normally found in:

Air :

Choranth - 75

Fachish – 73 / 75

Water :

Kelashein – 187 / 185 / 195

Oomkaan - 192

Earth:

Snearak - 225

Uskathoth - 223

Eeridik – 139 (in a box, not on him)

Reokallitan - 147

Fire:

Tessimon – 120 / 121

Zert – 116 / any fire controlled area

Firre Orenac – 119

JDragonatWork and lots o' others contributed to this post.

FAQ: THE FANES

Q: The party will need a Greater Key to get into the Outer Fane and a Master Key to get into the Inner Fane, but so far I only see Lesser Keys in the module. Where do they get the other types?

Check out the sidebar on page 38 entitled The Keys.

Also on page 38-39 under the heading Getting from the Mines to the Fanes there is some information in regards to using the keys.

Basically, two lesser keys can be pressed together to create a Greater key. Two greater keys fuse to form a Master key.

Thanks to Siobharek and SSShadowcat7 for the entry.

Q: How long are the bridges?

I made a rough measurement off the map a while ago and it came out to be around 700 feet.

Q: Can the towers hit folks on the bridges?

I assume you mean "hit folks with lightning on the bridges". There is not a definitive answer, but the general consensus of the forum is that that the bridges are beyond the range of the lightning towers. I did some calculations long ago and determined that if the lightning can originate from any part of the tower then each bridge is within the range of at least one tower. However, if you assume the lightning originates from the tip of the tower then no bridge is within the area of effect.

There are pros and cons to having the lightning originate at the tip of each tower as opposed to having it come out from wherever is needed. Specifics will depend on the individual DM.

Q: At what distance from the Outer Fane do the people in the towers see those on the bridges?

This depends on many factors including but not limited to: weather, time of day, and use of concealment. This also depends on whether you judge that the bridges are covered bridges or open to the sky. My own interpretation is that the bridges are mostly open to the sky with archways located at the supports at regular intervals along its length. There has been other feeling that the bridges are covered.

On a clear day with an open bridge then I'd say that the Spider Eater Riders see anyone on the bridge from terminus to terminus. The visibility would be reduced by weather (fog, rain, snow, etc, ...) or whether bridge walkers attempt a crossing during the day, moonless night or moonlit night. The towers grant the Spider Eater Riders (SER) an enhancement bonus of +10 to spot checks, as well as see invisible and darkvision out to 120 feet. However, if you rule that the bridges are out of range of the lightning (150 feet) then bridge walkers are out of the range of the SER's see invisible and darkvision. So, magical concealment for a bridge walker is a possibility to avoid detection by the SER.

Q: What's the normal routine for intruders on the bridges? Do the towers not care, figuring the ground forces can take care of it if need be?

All in all, the general thought is that the towers and its SER are a defensive measure to deal with flyers. SER who spot people on the bridge alert the sorcerer who then alerts Hedrack. Depending on how notorious your players have become, the SER may have descriptions of your PCs and report that the enemy is at the gate. Even if they are not recognized, Hedrack would be extremely suspicious of a group of strangers coming unbeckoned to the Outer Fane and put his forces on alert.

By the time your players are high enough level to attempt an attack on the Outer Fanes the SER are likely not a real threat anymore, more like an annoyance. The SER are likely ordered to maintain vigilance against flyers, or at best try to draw bridge walkers into flying into the range of the tower's lightning, or attack anyone retreating from the Outer Fane.

Eltern, Trithereon, and Infiniti2000 contributed to the last four questions.

FAQ: RECOVERED TEMPLE

Q: I am sitting here looking at the map of the recovered temple, but I cannot tell where the stairs in area 18 come from, can someone please give me a heads up?

The stairs in 17 descend 20 feet, then continue northward, into the southwest corner of room 18. Although blocked off by rubble and not shown in the RttToEE map, there is a similar corridor coming from 14 (where the rubble is), towards the same staircase off 17, then also turning northward and entering 18 in the southeastern section of the room.

This is more clear from the original ToEE maps 14 & 15, rooms 312a and 401.

justindm and Infiniti2000 contributed to this post